

THE
ARODIN
ADVENTURE

An Introduction
to Fantasy Role-Playing/
Adventure Gaming

GAME DESIGNED BY DAVID A. HARGRAVE

An Introduction to Fantasy Role-Playing/ Adventure Gaming

Dedication

To my fiancé Michelle Diane McAupy for her help in compiling this work (including typing my whole scribbled manuscript in two days). Just like this book, I would be incomplete without her.

FOREWORD

I would like to thank Jim Mathis for funding this project. Bill Voorhees and Peter Savoy for their unshakable belief in me through the years and to all the fans of Arduin for their continued loyal support.

With friends and acquaintances like these, Arduin will continue to grow even beyond what I originally thought possible. I thank you again one and all.

Finally, I would like to thank all the members of Chaos Incorporated for over two years of fun and games. As game clubs go, you're a pretty fine bunch even if a bit crazy!

All of these people and many others are the ones who make my work possible. It is they who give me ideas, play test my new game systems and generally act as a catalyst for my creative process. Without feedback, criticism and prodding from those who play the games, my work would be poorer. The Arduin products may be "me," but all of you who play are my "life's blood." Together we will continue to produce the best games in the whole damn world!

David A. Hargrave, Concord, CA . August, 1980

NOTE:

Whenever It Reads "Him" or "He," We Are Implying "Her" or "Hers" or "She," as well.

Adventure Gaming is for Both Sexes!

So please don't take offense, we aren't being chauvanistic, just grammatically correct.

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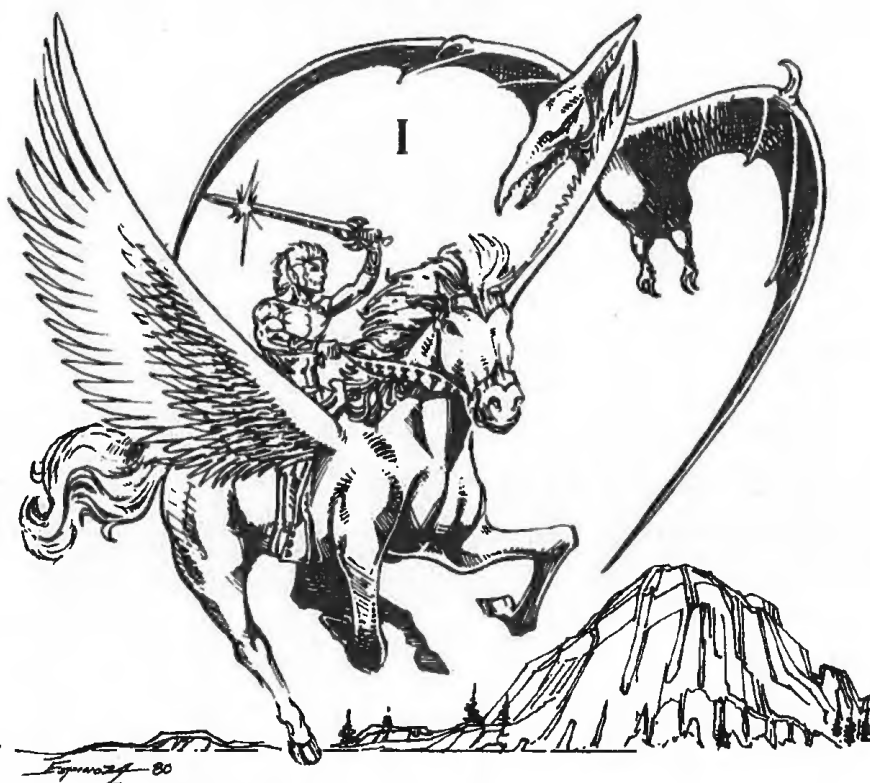
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THE ARDBY ADVENTURE

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INTRODUCTION



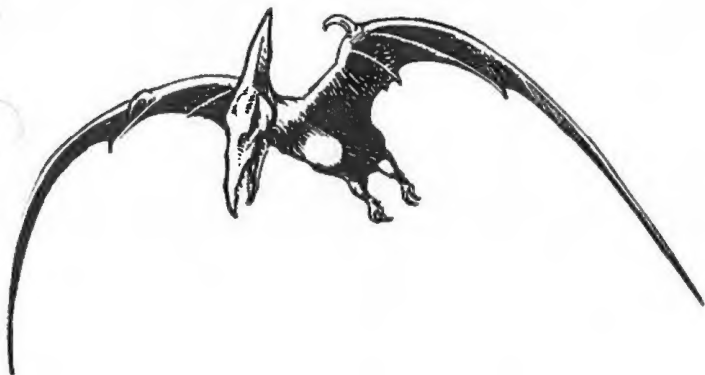
This game is an introduction to the world of *adventure gaming*, and may be learned in less than an hour by anyone age twelve or older. If you are not afraid of trying something new, you will discover a game that is exciting and different from any game you have tried before. The *ARDUIN ADVENTURE* provides the novice with a set of simple and understandable guidelines for learning the basic concepts of *Role Playing*. *Role Playing* is the heart of all adventure gaming systems now on the market. Once learned, these concepts will allow the player to easily understand them.

The *ARDUIN ADVENTURE* has a unique modular learning system that permits the gamer to apply any part of it to another system, or part of another system to itself. Although already a complete game, this system is infinitely expandable with the only limit being the player's imagination. So read on and enter the world of action and adventure. It awaits only your participation to come alive!

Adventure Gaming started out several years ago as something called "Fantasy Role Playing" or FRP for short. This style of game usually required the players to "become" a certain character (or characters) within a game or world created by someone else. Much as an actor must assume a role in a movie by reading a script written by someone else. This style of game soon caught on and variants appeared of science fiction, historical, and other kinds as opposed to fantasy. Adventure gaming now takes into account everything from spies to comic book super heroes, and there is

no end in sight. In fact, the only limit to such gaming is that which your own imagination supplies! So if you use your imagination, the only limit to your play will be the ends of the universe!

To understand your part in Adventure Gaming you must now pretend to be an actor that must learn his lines as a character in an upcoming movie. It's that simple! Remember though, it is *you* and the other players that will be writing the script, using only the guidelines that we will give you a little later on to work with.



The next step is to learn what the guidelines for play are going to be so that you may decide just what part you will want to play in the adventure. To that end we will now proceed to learn about the most basic kind of adventure; the FANTASY ADVENTURE.

My own fantasy world has been in play for about six years and has led to many successful game products related to it. My world is called "ARDUIN" and is what we will be using for an example. In Arduin, each player acts out what his character will be doing as he proceeds with the game. He does this by speaking as he thinks his character should and by moving miniature metal figurines representing his characters around a "Battle Board" (which will be discussed further along in the rules).* The game *can* be played without figurines, but in my opinion, is much more fun *with* them.

Each character in the adventure will be governed not only by what each person thinks he should be doing, but by other factors as well.

These factors are:

1. What "Race" your character is. Elf? Dwarf? Human? Amazon?
2. What "Class" your character is. This means what your character does for a living. Are you a mage? A warrior? A thief?
3. What "Alignment" your character is. This is a generality of the personality structure of your character. Are you chaotic? Lawful? Amoral?
4. Finally, your character's own "Character Statistics" will have a bearing on how you act and react. How strong are you? How intelligent? How fast are you, and many other things that will be explained later on. In short, the SUM TOTAL of your character's mental and physical abilities or disabilities.

We will now get down to specifics, beginning with "Choosing the Gamemaster."

*Archive Miniatures has a large line of adventure gaming figurines which include many monsters and characters from Arduin itself.

II



THE GAMEMASTER

"Gamemaster" is the term we use to designate which person is running the game (who the referee is). The Gamemaster (GM for short) will be the *final word* on the rules, and all of the other players must abide by his word. GMs must do three things before the game can begin.

1.

Know *all* of the rules you have all agreed upon (and have the rule book(s) handy to settle disputes).

2.

Have not only the desire, but the time to give the creation of each game's "script" the attention it needs. It will take a good GM at least one hour to ready a game for play properly (usually the night before).

3.

Have the trust and confidence of all of the players so that they will not argue with his decisions. This confidence can only be earned as the GM demonstrates his integrity and honesty during the games. If the players feel that they are being short-changed by a GM, the play will soon become bogged down in arguments and hurt feelings. So a GM must always maintain a detached and impartial attitude towards every player and every player's character no matter what the GM's personal feelings are. A good GM sees only the game, not those who play within it.

Once you have decided among the players just who the GM will be, the GM can start on the creation of his "script" and the players can ready their characters. We suggest that for the first dozen or so games (or each time if you prefer) that a different GM be used. This will insure everyone a chance to participate as a player, and will soon make evident to all just who the "best" GM is. The best one at GMing usually becomes the permanent GM for everyone else, however this is not necessary if you do not wish it. Always remember, it is **YOUR GAME**, to play as you choose!

THE SCRIPT

A "script" is nothing more than an idea that the GM has for a game. These games take place in a world of the GM's own creation. The script might be a quest to find a holy artifact, or an expedition to slay an awful dragon that has been eating travelers in a certain forest. It is the sole responsibility of the GM to provide such a script for the players to act out. Remember, though, the players *will not* be doing exactly what the GM wants them to do. *NO! They will be doing whatever it is they themselves, as their characters, would do, given the situation the GM has handed them. A GM never tries to run the players' game, but operates only as a referee, acting out the part of the monsters or other things or people the characters meet.*

To create your own world for which you may produce scripts, you can copy an existing book or movie like Tolkien's *Lord of the Rings*, Edgar Rice Burrough's *John Carter of Mars*, or even an established fantasy game world such as my own Arduin. It does not matter if it is a copy (complete or partial) or if it is something thought up entirely by the GM. What matters is the "PLAYABILITY" of the script the GM devises.

"Playability" means the players' ability to understand and to act out such a script. For instance, you would not devise a script based on 20th Century Fox's excellent movie "Star Wars" and hope that a half dozen or so knights from a fantasy world could function and survive! They would not only fail to understand the technology they were encountering, but wouldn't even speak the same language! So keep the scripts within the capabilities of the characters and the players. Just remember how you'd feel if someone decided you had to go off and try to fight an elephant with a frisbee!

A script must have seven things each and every time if it is to be successful. They are:

1.

A short *legend* or *history* of the area, the artifact in question, the monster or whatever it is or wherever it is that the players must deal with.

2.

A specific location the characters must proceed to in order to achieve the goals implied in the script.

3.

A *written description* of all items, monsters, people, treasure, or areas the characters will encounter. This will ensure that the GM will not forget anything important to the characters in the excitement of the game.

4.

A *reason* for the characters to go wherever it is they are supposed to go. Is there a reward for the robbers? Is there a lot of gold and treasure hidden away in the dragon's cave? This will insure that the characters are acting as real people would in real life, and are not involved in artificial and stupid undertakings that real people would never attempt. It will also keep characters from doing easy and non-dangerous things in order to become more experienced and to get rich with no risk.

5.

Pre-set encounters, whether with monsters or people, or even natural events such as storms, earthquakes and such. This will once again insure that the GM will not forget a vital happenstance and that the characters will be forced to face the consequences of every action they take. If they try to swim the river to escape the forest fire they caused, they must deal with the pre-set crocodiles in the river.

6.

All "*Special Happenstances*" that may occur must be pre-set. These happenings are those things outside the general knowledge of the characters, yet of a nature that may bring them into play. Such as: has another group of people already stolen the artifact that the characters are being sent to retrieve? Are there any clues as to who they are and where they went? Is the person sending them to kill the dragon really plotting something else? What? And can the characters find this out? Special Happenstances are not always present in an adventure, but if they are, the GM *must* have them already written out.

7.

Finally, a GM must have *all the material* needed for the successful play of an adventure. If you use figurines in your games, he must have some to designate any monster or person the characters will meet. If there is a building that must be entered, then it must be mapped out. If it requires the characters to travel overland, then the area must be mapped out. In each case, this will make the game play flow much more easily for the GM, as well as for the players.

HOW TO CREATE YOUR CHARACTER

This section is perhaps the easiest to actually do, and yet is one of the easiest to misunderstand. Therefore, we will go through it step by step so you will see exactly what must be done. Here are the basic steps:

1. Decide on the character's racial type.
2. Roll the die to acquire your character's complete statistics.*
3. Decide on what class your character will be.
4. Name your character.
5. Roll the die to ascertain you character's equipment and wealth.*
6. Decide on your character's general history and write it down for future reference.
7. Spend any money you may have to acquire any additional equipment you want.
8. Decide where your character is living (within the context of the GM's rules).
9. Proceed with game play!

* See page 12.

BASIC CHARACTER RACES	BASIC CHARACTER CLASSES
Elf	Warrior
Dwarf	Thief
Hobblitt	Priest
Human	Mage
Amazon	Forester
Half Orc	

CHARACTER RACES

ELVES

An old and magical race, Elves are tall and slender (ranging from 5'8" to 6'5", weighing but 105 to 200 pounds), usually having light complexions and fair hair (very light brown to a silvery blonde). They never have red hair and usually have green, violet, lavender, purple, or pearlescent grey eyes. There are three basic types of Elves; the very tall and very rare "High Elves" (usually dwelling in frosty mountain splendor); the more numerous "Sylvan" or "Wood Elves" that make their homes in deep forests, and finally there are the shortest kind called "Sea Elves" (usually living in underwater caverns and as at home in the water as a dolphin). Both the High and Sea Elves are seldom seen by anyone, and almost never have dealings with mankind. The most common player type is the Wood Elf, a doughty fighter, and a merry and good companion to all they decide to adventure with.

All Elves have an inordinate love for music, and are truly fine singers. Most also play an instrument — usually a lyre, mandolin, harp or flute — but do so only among themselves or their *close* friends as they feel that their music is something very personal.

Living 10,000 years, Elves have all the time in the world to learn what they want, but tend to be either Mages or Warriors (and sometimes both simultaneously!).

High Elves favor broadswords and beautifully worked armor (usually scale or chain mail) and are as often as not mounted much like knights.

Wood Elves seldom wear armor, preferring green, brown and other "woodsy" colored clothing and are wont to use wonderfully carved long bows, spears, and daggers. Although they prefer hit and run tactics, firing their arrows from cover, they are not afraid to commit themselves to hand-to-hand combat.

Sea Elves wear very little clothing beyond colorful loin cloths, and use long and cruelly barbed tridents, curved daggers, and throw weighted nets to ensnare their enemies.

All Elves have pointed ears to a greater (High Elves) or lesser (Wood Elves) extent, and their eyes are set slightly slant-wise in their heads, lending them an "almond eyes" look. They are happy but not frivolous, and studious (when necessary) but not serious by nature. They *never* lie and will always repay a debt even if it takes a thousand years.

DWARVES:

A race nearly as old and as magical as the Elves, these short muscular people (ranging in height from 3'5" to 5' tall and from 100 to 190 pounds) usually have dark complexions and hair (brown, black or even a rust red), with most males having long beards. There are two basic types of Dwarves: The "Mountain" or "Dark Dwarves" and the taller "Stone Downers" or "Common Dwarves." They both are feisty and touchy, tending to fight first and ask questions later. They are very long lived (500 or more years), and ponder things for a time before acting, and never acting until they are ready. They like to drink and tell tall tales. They think that Elves are snooty, Humans too unpredictable, Hobbits too frivolous, and detest all Orc kind with a passion (even more so than the Elves do). Although most Dwarves are decent beings, some are easily corrupted and turned to evil, having no redeeming traits whatsoever.

Dark Dwarves favor battle axes, the Stone Downers favor great hammers (usually swung two handed). Both wear much armor (chain mail or plate armor)* and are stubborn and persistent hand to hand fighters.

Dwarves are warriors as well as craftsmen and seldom if ever dabble in things magical. They do, occasionally work with Elven craftsmen to produce magical artifacts and weapons. They love gold and precious things avidly, and each Dwarf

*See Glossary

has a 20% chance of simply grabbing any valuable without thinking. Finally, Dwarves are extremely loyal to those they consider friends, and *never* forget their enemies

HOBBITS:

They are a happy, sometimes frivolous race, that love parties and eating (preferring cakes, cookies and other kinds of baked foods). Ranging in size from 3' to 3'10" and from 40 to 85 pounds, they are noted for their ability with slings and their dislike of water (they *do* bathe, they just won't *swim* in the horrid stuff!). With a life-span roughly the same as humans, and their close resemblance (save in height) they are sometimes referred to as "Half Men" or "Halfers". They tend to be thieves if they leave their own home town to go adventuring, preferring to "live by their wits" and not be hampered with all sorts of equipment or armor. They wield slings, daggers and an occasional short sword, preferring to shoot from hiding rather than standing up and slugging it out. Do not misunderstand, however. They are inordinately brave and capable of the greatest acts of loyalty and heroism. They usually come in one of three types: the taller, darker "Gravellers"—who are usually associated with a Stone Downer settlement, the more common "Plow Fooths" usually found in small farm oriented villages and lastly the small and secretive "Street Wise" or city Hobbits. Most Hobbits love to smoke tobacco in long, slender, clay pipes, and to pester people with riddles (the more convoluted the better). Hobbits get along well with most races but hold Elves in awe.

AMAZONS

are a female warrior race that live in a culture run by and for females. They are a tall (5'8" to 6'5") and athletic race (130 to 175 pounds) that live as long as humans. They have slightly bronze or golden-tan skin coloring and favor long, single-braided hair (usually light brown to dark honey-blond). Their eyes are usually various shades of grey or blue, but amber eyes are occasionally found. There are three distinct types of Amazon. The most numerous are the sea going "Gypsy Corsairs" who use light leather armor and cutlasses as well as short bows. The least numerous are a very dark complexioned and tall jungle-living kind who fight with no armor and use light javelins, short spears and long double-edged curved knives. The third kind, by far the most often seen on an adventure, come from the loose coalition of City States known as "The Motherland." They wear armor not unlike the classical Greeks did on earth, using long spears, tall shields, and carry large leaf-bladed swords. All of them have a terrific joy for life and DO NOT hate men. They simply believe that they are *better* than men on the whole, so of course women should run things! They are fairly clannish, but will not hesitate to try to get to know a male that interests them. They are ferocious fighters and clans have been known

to carry on "blood feuds" for centuries. There have been so few Amazons that have ever done anything except become warriors that the names of those who became something else are spoken of for centuries as legends — not very good legends either — because the culture stresses "the warrior ethic." They *do not* practice self-mutilation as some legends have it, believing in the axiom "whole body, whole mind."

HALF ORCS

are an offspring of matings between Humans and Orcs and are universally disliked by practically everyone and looked upon with suspicion. They are a hardy and muscular lot, ranging in size from 5'6" to 6'3" tall, weighing 150 to 195 pounds, with yellow, amber, orange or dull red eyes. Their hair is coarse and shaggy, usually a blackish brown in color, and they have a faintly yellowish-green tinge to their rough skin. Their teeth are grey-green and the two canines are extraordinarily long and pointed (as are their ears). They will use any kind of armor or weaponry, but prefer studded or banded leather armor and scimitar-like swords. Those that use missile weapons prefer lighter crossbows. They are almost always warriors or thieves, although some take to the more evil gods and become priests or followers of priests. Because they are so disliked they tend to mistrust everyone. They live about as long as Dwarves, and dislike Elves *greatly*.

HUMANS

are at once both the very best and very worst of everything. They can be of any class and any alignment, and vary in looks and equipment just as we do in our world. They are neither more nor less than what we ourselves are. Humans have the widest range of possibilities but no *special* attributes, save adaptability. In a *fantasy* world humans live 100 to 120 years, getting "old" only in their 80's (and staying very active until then).

CHARACTER/MONSTER VISION

Dwarves, Elves, and Half-Orcs can see in the dark on the infrared spectrum. Hobbits and Amazons can see better in the dark than humans, but still need light to see well — like a cat. The usual night time vision range is approximately 60' for all except Elves where it is 90'.

Elves have a 60% chance of hearing anything within 60' of themselves; Half-Orcs, Dwarves, Hobbits, Amazons and Humans hear at a progressively 10% worse increment (Humans having only a 10% chance of hearing anything within 60'). Wearing a helmet or helm cuts the percentage *by half*.

Whenever you encounter a "magikal" monster such as a Dragon, Medusa, or Gargoyle, figure that they can see in the dark like an Elf. Other creatures (unless *known* to be nocturnal) like

bears and wolves can see in the dark much as Hobbits do. Wherever there is any doubt, the GM makes the decision.

CHARACTER CLASSES

The WARRIOR

is a basic adventure class and the most numerous. A warrior is a person that uses his battle skills to earn a living. Most warriors train ten or more years beginning at age eight to become basic EL 1.

The MAGE

starts at an even younger age (six or seven) than the warrior and *daily* memorizes the spells he will be using. Mages usually have few physical skills, but make up for it with their force of magik. They usually tend to be loners and egocentric in nature. However, they commonly accompany adventurers in order to obtain money and magikal items to further their constant researches. It takes a lot to scare a mage.

The PRIEST

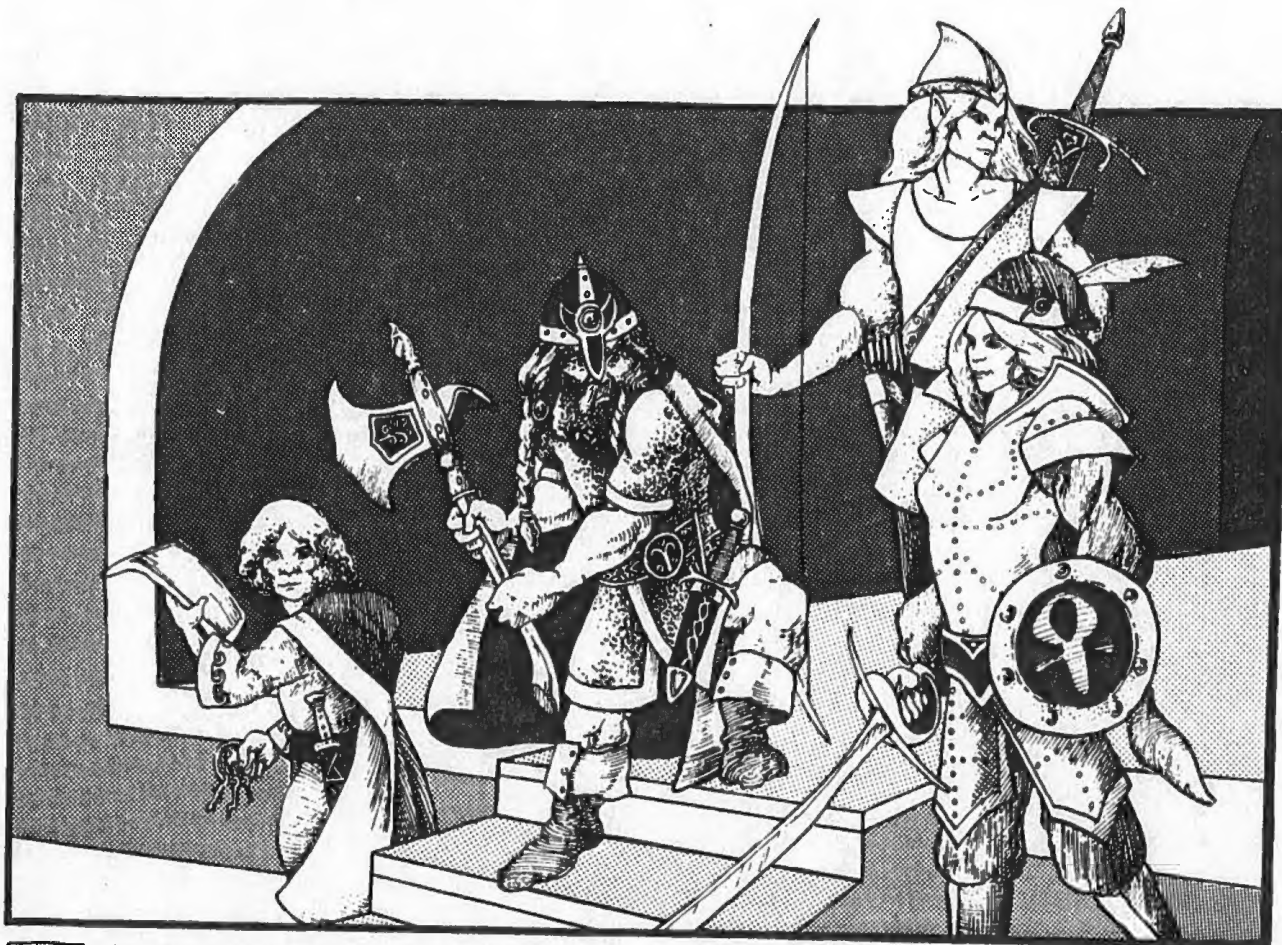
grows up either in a seminary or church, and is dedicated solely to his god. His goal is to spread the "word" of his god and to hope-

fully found new shrines and churches to said god. Thus they travel with adventurers to lend healing rituals and to spread their gods' word. They also try to gain wealth to build their new shrines and to contribute to their church's well being and financial solvency. In fact, 30% of all they earn is "tithed" to their church and sent directly to it. The higher their EL the less tolerant they become towards "unbelievers."

The THIEF

is one who chooses to live by his wits as opposed to doing more mundane things. He usually grows up in a gang of street urchins, graduating to the thieves guild around the age of 14 or so. He then studies the "fine art of thievery" for another three to five years. During that time he studies locks and traps and generally learns the "rules" laid down by the guild and society, and of the penalties for being a clumsy thief. He accompanies adventurers to earn fame and loot and is the one who opens locked treasure chests, doors, and other enclosures. He almost never steals from his adventuring companions, and will fight only if it is *desperately* necessary.

*See "Experience Level," page 15.



• HOBBITT-THIEF • DWARF • WOOD-ELF & CORSAIR AMAZON •

A FORESTER

is someone who elects (or is born) to live a life away from the cities. It is they who patrol the border lands, and act as scouts for travelers and soldiers. Guide, scout, hunter, trapper, those are all parts of what makes up a forester. They accompany parties of adventurers simply because they desire to. Their main loyalty, however, is to "the land."

Finally, each class has one or two special attributes gained from their way of life. They are:

WARRIORS add one point each to their constitution and strength. They also have a 20% chance of detecting ambushes and avoiding "surprise." This increases 2% per EL earned.

MAGES add one point each to their intelligence and ego. They also have a 10% chance of sensing things that are magical. This increases 3% per EL earned.

PRIESTS add one point to their wisdom and have a 20% chance of sensing "evil." This increases 2% per EL earned.

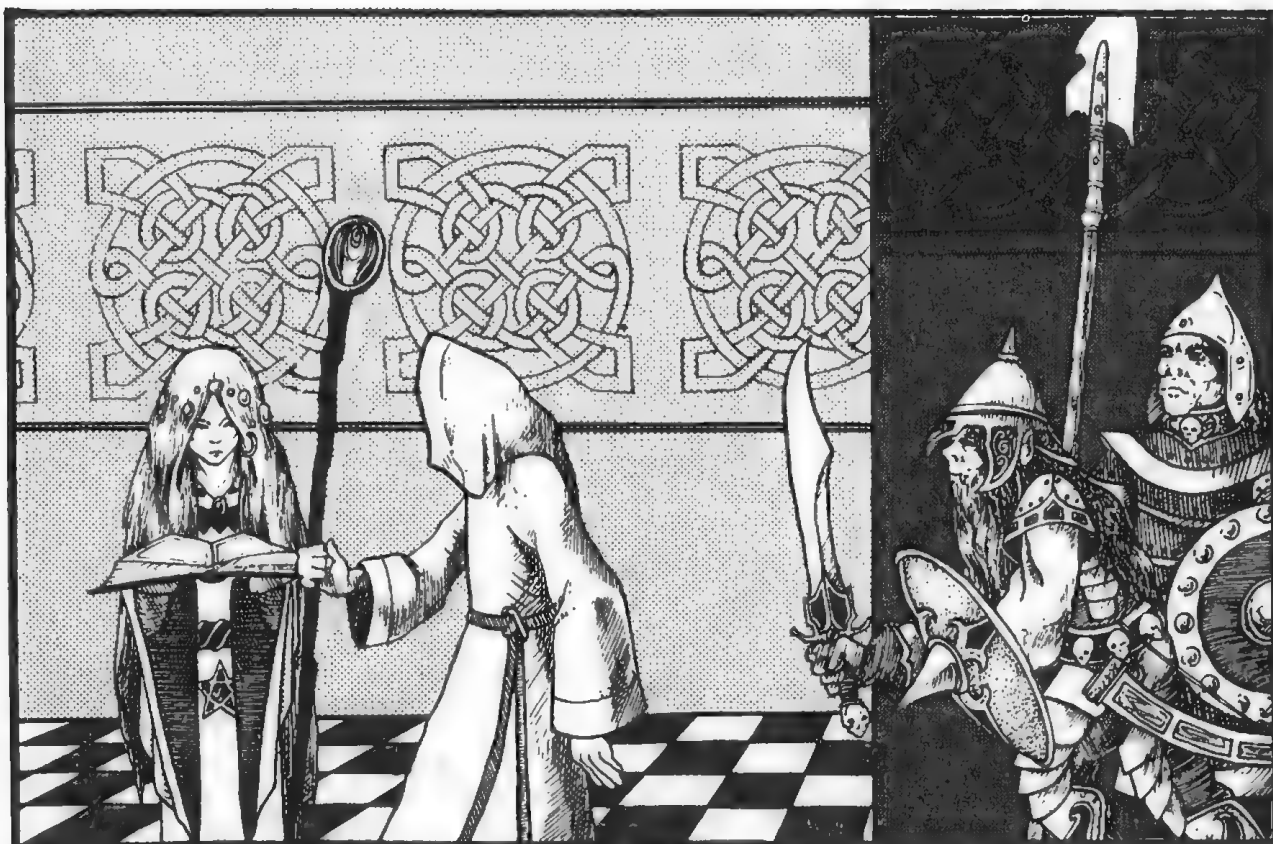
THIEVES add one point each to their agility and dexterity. They also have a 30% chance of hiding in darkness and shadows.

This increases 3% per EL earned.

FORESTERS add one point each to their constitution and agility. They also have a 30% chance of following any track or spoor. These both increase 3% per EL earned.

Next you "roll up" your character's statistics using the parameters set forth on the next page. However, before doing that you must understand one simple fact. All the die rolling that you do will be with the one provided in this game. This die has a total of twenty (20) sides numbered zero through nine **Twice Each Number**. Thus, if you color in one set of those numbers with a crayon you can roll any number from one to 20. The uncolored numbers will be one to ten and the colored numbers will be 11 to 20. By the same token, the entire die can be a simple ten sided die by calling each number one to ten regardless of color. If a percentage (%) roll is required, roll the die using the first roll as the "tens" and the second roll as the "ones" (a roll of "5" then "2" would be "52%").

All die rolls will either be one to ten, one to twenty, or percentile in nature. **And No Other Kind of Die will Be Needed By You to Play the Game.**



• Female • mage • priest •

• half-orcs •

CHARACTER STATISTICS

We will now briefly explain each of the characteristics (statistics) you will need to know about your character.

1. Dexterity: (DEX)

A character's ability to wield a weapon or use his hands.

2. Agility: (AGIL)

A character's ability to dodge, duck, move about on his feet, etc.

3. Strength: (STR)

How much a character can carry, how hard a character can hit, etc.

4. Constitution: (CON)

Helps determine a character's Hit Points as well as being an indicator as to stamina and other physical attributes.

5. Intelligence: (INT)

Consider each point as 9 points of normal IQ. It also regulates how much MANA a mage or priest has.

6. EGO: (EGO)

This is the character's "force of will" and his arrogance factor.

7. Wisdom: (WIS)

This is not how smart a character is, but how much *he knows*.

8. Charisma: (CHAR)

A combination of factors like physical looks, speaking voice, how a character "carries" himself, all pointing towards that character's ability to influence those around themselves.

9. Hit Points: (HP)

How much damage your character can take before dying.

10. Armor Class: (AC)

The sum total of a character's ability to actively or passively defend himself. This is the backbone of a character's "DEFENSE FACTOR."

11. Mana: (MANA)

The amount of available "internal power" a character has with which to cast magik spells or to use psychic force.

12. Experience Level: (EL)

The character's ability to function within his class.

To obtain a character's hit points (HP), simply take his CON points and add 20 points. This will be the character's HP thereafter with two exceptions. The first being that each time a character gains a level of expertise, they also gain one (1) HP. The second is even simpler. Each time a char-

acter loses a CON point, they lose a HP as well.

A character's EL will partially determine how well they fight, lockpick, use magik, and such like. For each EL earned over a period of time, a character can *SUBTRACT ONE* from any die roll they must make. Thus it is easier to hit an opponent, easier to "save" against a magikal attack, and so on. These subtractions are indicated as "plusses"; i.e. — a +1 Attack means take 1 from the number required to be rolled to hit.

All character races must roll a D20 for each statistic, then add or subtract as outlined below.*

ELVES add 12 points *total* to their DEX, AGIL, INT and CHAR in any amount breakdown they wish, but they *must* add at least one point to each.

DWARVES add 12 points to either their CON, STR and EGO in any increment they desire, but also must add at least one point each.

HOBBITS add 8 points to their AGIL, DEX and CHAR as above.

AMAZONS add 8 points to their CON and STR as above.

HALF-ORCS add 6 points to their CON and STR but must also *subtract* a total of 4 points from WIS and/or INT, as above.

HUMANS must roll a D10, a number of 5 or less indicating a *subtraction*, and a number of 6 or greater indicating an *addition* of four points total to any *two* attributes of their choice, as above.

REMEMBER! No single statistic of a player's character can be **less than five points*** or more than 20. If there is a subtraction called for, it is not allowed if it makes the statistic *less than five* (although a player may take it down to five, discarding the one or two remaining subtractions IF ALL OTHER APPLICABLE STATISTICS ARE AT FIVE, and if *all* categories required to be modified have already been so modified).

Finally, each character is allowed one "character quirk" or special attribute if it is not too outrageous. The GM, is, of course, the final arbitrator, and *should* allow such things as scars, different colored eyes, strange skin pigmentation, etc. However, GMs should **NOT ALLOW** extra additions to character statistics. Use your imagination to make each character unique and different. Volume one of the Arduin Grimoire Trilogy has hundreds of character quirks for easy access/reference for those who have difficulty in deciding upon what kind to use.

*except for INT, which for playability must be at least ten. GM's should see the below chart for guidelines as to how INT helps a character function.

Remember: each INT point is 9 points of "IQ", thus an INT of 10 = an IQ of 90.

20 = Einstein!

19-18 = Genius

16-17 = Very Superior

13-15 = Superior

12 = Average

10-11 = Dull

9 = Borderline

4-7 = Moron

1-3 = Imbecile/Idiot

ALIGNMENT



"Alignment" is a generalization of how your character will act in most situations. A chart that can be used for a *GUIDELINE* is provided below.

Alignment Chart

CHAOTIC: A character that doesn't care much for rules and regulations, doing pretty much what he feels like, *when* he feels like it.

NEUTRAL: A character that can take rules or leave them, but generally goes along with them for the sake of harmony with the world around him.

LAWFUL: A character that likes order and "the rule of law" in his life. Rules and regulations make him happy and he feels content functioning within their framework.

AMORAL: A character that doesn't *know* "right" from "wrong," or understand laws. He will do what he wants — regardless if it's legal or illegal — if he wants to do so.

Good and Evil

These are simplistic terms to denote *how* a person will deal with *other people* within the context of his alignment. His "ethics." "Evil" people do things to harm others, they lie, cheat, steal and murder. "Good" people generally tell the truth, don't steal or murder, and usually act in a reasonably decent manner. The *Arduin Trilogy* has a much more detailed Alignment Breakdown system.

To fully define your character, it is necessary to combine alignment with good and evil. This is so that a fuller picture of your character's "personality framework" can be available to you for ease of role playing.

When writing down your character's alignment, give the alignment first followed by a dash, then whether he's good or evil.* For example, a Nazi Storm trooper of World War II would be "lawful-evil," because his culture was one of strict laws, yet very evil. Another example is an Elf from Tolkien's *Lord of the Rings*. He would be "chaotic-good," because he lives beyond the laws and rules of mortal man, yet is "good" nonetheless.

Thus you have the following possible alignments:

Lawful-Good/True-Lawful

Always smiling, goody-two-shoes, always helpful (you know the type). Usually merchants, soldiers, etc.

Neutral-Good

Foresters usually fit here

True-Neutral

Most thieves fit here

Chaotic-Good

Most Elves fit here

True-Chaotic

Most animals and non-intelligent monsters fit here

Lawful-Evil

Most "bad" nobles or officials fit here

Neutral-Evil

Most bandits or outlaws fit in here

Chaotic-Evil

Most bad monsters are aligned thusly

Amoral

Con men and other tricksters fit in this category

Amoral-Evil

These are people who always try to hurt others for their own personal gain.

Remember, there are always exceptions to the above chart.

*There is a third alternative, for those characters who are neither truly evil nor truly good. They are those of any alignment who simply fall somewhere between. Simply put the prefix "true" before the alignment of the character as in "true-neutral" (which, by the way, is the usual alignment for most thieves).

ARDUIN CHARACTER SHEET

Players Name _____ Character's Name _____ Race _____ Class _____

Alignment _____ Level (EL) _____ AC _____ ADJ DEX _____ HIT PTS _____ DF _____ Age _____ Life Span _____ Sex _____ Social Status _____ Religion _____

Physical Description _____ Height _____ Weight _____ Eyes _____ Hair _____ Strength _____ Con'st. _____ Agility _____ Dexterity _____ Int. _____ Wisdom _____ Char _____ Ego _____

Scars & Birthmarks _____

Mechanical Ability _____

Coordination Factor _____

Mana _____

Experience Points _____

Guild Status _____

Parents Rank _____

Nationality _____

Hits Taken _____

Current Residence _____

Swimming _____

Heirs _____

Wealth _____

Best Friend _____

Special Training _____

Favorite Weapon _____

Favorite Food _____

Favorite Drink _____

Special Abilities _____

Item _____

Weight _____

Where Carried _____

Known Spells _____

Known Languages _____

Origin & Personal History _____

Magical Items Owned _____

Weight Allowance _____

Total Weight _____

MOUNT

Name: _____

Type: _____

AC: _____

Coloring: _____

HP: _____

DF: _____

STR: _____

DEX: _____

Temperament _____

AGIL: _____

Cons: _____

Stamina: _____

Age: _____

MOVEMENT

ARMOUR:

w/out Arm: _____

Air: _____

Water: _____

ARMOUR WORN

Awake: _____

Asleep: _____

NOTES:

WORLD NAME _____

EXPERIENCE AND WHAT IT MEANS

"Experience" is what all people accrue as they proceed through life. This is what we learn while doing "our jobs" and "coping" with different situations. In the game, this is shown by a character's ability to better himself, fight, evade, etc. as he gains "experience levels."

Each character will gain one experience level (EL) for each five adventures completed (through fourth level). Thereafter it takes 20 adventures to gain each additional EL. Later on you can use more precise "point value experience systems," such as the *Arduin Trilogy* has, for a more detailed awarding of experience.

Remember, each EL means *one point less* on any die roll that character has to make! It helps in attack and in making the

"Saving Rolls" necessary to survive.

Sometimes this "one less" is shown as a "plus" value., That is to say if a character is plus one (+1) to hit (attack) that means he needs *one less* than normal to do so. Example: With an EL of "1", Gondar the Dwarf needs a 14 to hit a DF of 2 (with a Warhammer). With an EL of 2 (Second level), he needs only to roll a 13 ($14 - 1 = 13$).



V

MONEY

WHAT IS IT, AND HOW TO GET IT

Money (gold, silver, copper, etc.) will have a definite bearing on all characters in this game. It costs money to live, and characters earning a living will have no real worries. However, those characters that are broke, will go hungry and have no place to stay.

Therefore, pay close attention to the following: there are 20 copper pieces (C.P.) in each silver penny (S.P.). There are 20 S.P. in every gold sovereign (G.S.). There are coins like gold crowns (G.C.) which are half the value of G.S. and Royal Sovereigns (R.S.) that are worth five times the value of a G.S. Also, there are brass coins that have a value about half that of copper, which are called "Minums" (M.S.).

Each gold coin weighs one ounce and each silver and copper coin weigh $\frac{1}{2}$ an ounce. Thus ten ounces of silver equals one ounce of gold, and ten ounces of copper equal one ounce of silver. The gold coins are called "gold sovereigns," the silver coins are called "silver pennies" and the copper ones are called "coppers." There is also a smaller, half value, "Ha'penny."

Money is acquired by characters in several ways, but most often by looting old tombs, or treasure hordes, selling items found therein, OR by "hiring on" for a specific fee (to some rich merchant or noble) to do a specific job.

Characters *must* have an income to survive in a game world, just as we must work to pay our own bills.

The section of **General Living Costs** (below) will give you an idea of just how much you will need to live.

All characters roll a D20 to see how many G.S. they have as a financial legacy. They may use this money to buy more equipment, live off or spend frivolously if they so desire. However it is suggested that each character save at least the amount necessary to "live on" for two weeks as a basic starter. A character cannot start with less than 3 G.S.

GENERAL LIVING COSTS

1. A loaf of bread = 2 C.P.
2. A mug of Ale = 5 C.P.
3. A meal at an Inn = 10 C.P.
4. A night's lodging at an Inn = 15 C.P., however if bought together, a meal and night's lodging usually costs only 20 C.P. (a single S.P.)
5. Rooming Houses (apartments) cost from 1 S.P. to 10 G.S. per week's stay depending on the area and the standard of housing. A good average room would cost about 3 S.P. per week's stay, and would include a bath-room/etc. "down the hall," and fair security.
6. People are taxed a standard 10% of their earnings each year, but unless you have belongings or a house/land to gauge your

worth against, it is usually only 5 G.S. per year. Destitute people are allowed to plead their cases before a Tax Magistrate, however magistrates are notorious for sending people who can't pay their taxes into "Bonded Servitude" to pay off their debts. The standard "rate of exchange" is one month's servitude for every G.S. owed to the government.

7. Using the above figures, and the ones provided on the character equipment list, it can be determined that a character will need approximately 24 S.P. (or 1 G.S. and 4 S.P.) per month for room and board in a generally "average" style and cooking one's own meals. Living in an Inn over a long term will cost approximately 30 S.P. (or 1 G.S. and 10 S.P.) per month. You can see that it is more expensive, and you only get one meal per day as opposed to three when you "do it yourself." Still, some characters will prefer Inn living as opposed to the more mundane style.

8. If you need further cost listings, the *Arduin Trilogy* has two very comprehensive lists from which to work. However, it is *strongly suggested* that you "de-rate" all the prices as follows: all prices listed as G.S. de-rate to S.P. cost, and all prices listed as S.P. cost de-rate to C.P. cost. This is due to the fact that the "*Arduinian Multiverse*" is one of a much "Higher Entropy" than the beginners world(s) you will be playing in. This simply means that the Arduinian world has a much higher incidence of monsters/magik than that of a beginners world, and that gold and other treasure is much more common. Thus prices are higher. Kind of like comparing prices of the year 1900 with prices now, in 1980-81.

9. Once you have finished creating your character you must equip him. To do this roll a D10 to determine how many items he may freely choose as personal belongings from the CHARACTER EQUIPMENT LIST below. It is suggested that each character choose items he will need to survive or that relate to his specific character class. For example a forester would choose a longbow, quiver, and arrows, or a thief might choose a rope and grapnel (for climbing).



CHARACTER EQUIPMENT LIST

Iron Cap	5 S.P.	Sling	1 S.P.
Helmet	9 S.P.	40 Lead Sling Shot	15 C.P.
Full Helm	1 G.S.	Shortbow	3 G.S.
Small Shield (Buckler)	5 S.P.	Composite Bow	9 G.S.
Standard Shield	9 S.P.	Longbow	7 G.S.
Kite/Tower Shield	1 G.S.	Standard Arrows	5 C.P. (ea)
Arming Doublet	30 S.P.	Long Arrows	7 C.P.
Gauntlets (a pair)	1 G.S.	Quiver-(holds 20)	5 S.P.
Quilted Cloth Armor	2 G.S.	Light Crossbow	10 G.S.
Leather Armor	5 G.S.	Heavy Crossbow	20 G.S.
Studded/banded Leather Armor	8 G.S.	Quarrels/Bolts	9 C.P. (ea)
Scale Armor	13 G.S.	Quarrel Case (holds 20)	4 S.P.
Chain Mail Armor	25 G.S.	Dagger	5 S.P.
Half Plate Armor	35 G.S.	Throwing Knife	3 S.P.
Full Plate Armor	50 G.S.	Short Sword	3 G.S.
Basic Coat, Pants, Boots	15-30 S.P.	Rapier	8 G.S.
Basic Bed Roll	3 S.P.	Scimitar/Saber	4 G.S.
Basic Mess Kit	2 S.P.	Broadsword/Battleaxe	5 G.S.
Standard Back Pack	10 S.P.	Hand and a Half Sword	7 G.S.
Standard Leather Sack	5 C.P.	Two Hand Sword	12 G.S.
1 Week Normal Food	3 S.P.	Cudgel (iron banded)	1 to 2 S.P.
1 Week Iron Rations	5 S.P.	Mace	3 G.S.
2 Quart Wine/Water Skin	30 C.P.	Maul	6 G.S.
50' Hemp Rope	1 S.P.	Morningstar	9 G.S.
Iron Grapnel	7 S.P.	War Hammer	2 G.S.
Small Tent, 2 man	18 S.P.	Small Flail	7 G.S.
Flint and Steel	10 C.P.	Long Flail	9 G.S.
6 Torches, 2 hours each	20 C.P.	Halberd	12 G.S.
Lantern, 4 hours	5 S.P.	Light Javelin	1 G.S.
Oil per 1 pint flask	5 C.P.	Heavy Javelin	2 G.S.
Standard Warhorse	30 G.S.	Short Spear	3 G.S.
Standard Pony	6 G.S.	Long Spear	4 G.S.
Pack Horse	10 G.S.	Trident	6 G.S.
Saddle	3 G.S.	Pike	5 G.S.
Standard Riding Horse	15 G.S.	7' Quarter Staff	1 S.P.

The GM can use this list as a guide for other items or the two larger lists in the Arduin Trilogy may be used with the minor price changes mentioned above.

HOW TO HAVE A MELEE

A melee consists of two parts: movement and combat. First comes movement, each character moving all or part of his allowable movement distance. Then comes the actual combat. Both parts are carried out in the order of the fastest (dexterity for combat, or agility for movement) to the slowest. For example, if there are two Orcs with DEX and AGIL of 14 each facing an Elf with DEX and AGIL of 16 each, every turn the Elf would attack first, then the Orcs. It is broken into two parts for ease of game play and no other reason. *There is an Advanced, Optional rule at the end of the book for those of you who want more realistic combat.*

Another factor to remember is that of "reach." This is when a weapon has length (or reach) advantage over its opponent (for instance a 2-handed sword versus a broadsword). The weapon with reach *always* attacks first if the opposing DEXs *are the same*. If the longer weapon has a DEX *slower* by 1 to 4 points then the attacks are *simultaneous*. If the disparity is *greater* than that, then the longer weapon attacks last.

A faster DEX *always* may elect to "parry" (deflect) his opponent's weapon regardless of reach differential. To do this, the faster weapon must attack a DF of 2+1 (plus any "adds") and if successful, the opponent's weapon is considered deflected and *unable* to attack that turn.

If a longer weapon is parried in this manner, the person doing so is considered to have "gotten inside" its effective fighting reach. If the person with the longer weapon does not move back or "shorten up" (with hafted weapons) on his grip during the *next* movement, it will be impossible to use his weapon properly on the *following* melee round, thus *adding* 4 to his opponent's AF.

MELEE MOVEMENT

To determine how fast/far a character or monster can move in one melee round add their dexterity *and* agility and then multiply the number by 5. Thus if a character has a DEX of 14 and an AGIL of 12 ($14 + 12 = 26$) and you multiply by 5 ($26 \times 5 = 130$) you get 130' per melee round! Simple, but remember to *subtract* penalties for armor worn *before* adding your DEX and AGIL together and multiplying. Flying creatures multiply their number by 10 and legless creatures (like snakes) by only 3. Fish and other "water creatures" use a multiplier of 7.

ORDINARY MOVEMENT

For characters exploring a dungeon or just walking along, consider the melee speed your character has and simply slow it down by a factor of ten. Confused? Don't be. Ten times six seconds is only a 60 second minute! Yep, that's

right, at a walk, your character will move his combat distance each minute instead of every 6 seconds. This might seem slow, but remember he is moving with care and caution to avoid traps and ambushes.

MOVEMENT PENALTIES

Weight and encumbrance have a definite effect on how far/fast a character may move each melee round. The greater the encumbrance, the greater the penalty. To determine just what penalties your character has accrued, follow this simple guideline: for each class of AC a person has or for each ten pounds of weight carried, *subtract five feet* from the maximum traveling distance allowed for him. For example, a character in AC 8 is minus 5' (-5') per turn and one in AC 5 would be minus 20' per turn. There is *no penalty* for AC 9 or for *natural* ACs.

DAILY OVERLAND MOVEMENT CHART

Type	Road or Clear Terrain	Light Woods	Forest	Jungle	Mountains
Elf	25 miles	24 miles	22 miles	16 miles	10 miles
Dwarf	24 miles	20 miles	16 miles	12 miles	10 miles
Human	18 miles	15 miles	12 miles	9 miles	6 miles
Half Orc	25 miles	20 miles	15 miles	12 miles	9 miles
Amazon	20 miles	17 miles	14 miles	11 miles	8 miles
Hobblit	15 miles	14 miles	12 miles	6 miles	4 miles
Standard War Horse	30 miles	25 miles	18 miles	11 miles	8 miles
Pack Horse/ Pony	22 miles	18 miles	14 miles	8 miles	5 miles

WEATHER

Sometimes weather will play a part in an overland adventure. To facilitate game play here is a chart the GM can use to randomly roll up weather *each day*.

DIE ROLL	SUMMER	FALL	WINTER	SPRING
1	Cool, 65° slightly overcast, no wind.	cool, 65°, overcast, 15 to 20 mph wind	Cold, 20°, cloudy skys, 15 mph winds	warm, 65°, clear skys, 15 mph wind
2	Warm, 75°, clear skys, no wind	very cool, 45°, overcast skys, 20-30 mph wind	very cold, 0°, wind, clear skys	muggy, 75°, very overcast, no wind
3	Very warm, 85°, clear skys, no wind	Cold, 40°, overcast sky, sharp 30-40 mph winds	extremely cold, -20°, overcast 20 mph winds	warm, 70°, 5-10 mph no wind
4	Hot, 95°, clear skys, no wind	Warm, 65°, clear skys, winds to 5 mph	Cold, 15°, overcast, 20 mph wind sporadic sprinkles	Warm, 65°, no wind, clear skys
5	Very hot, 105° clear skys, no wind	Very warm, 75°, clear skys, winds to 10 mph	Cloudy skys, no wind but hail for 1D10 min. sometime that day.	Warm, 75°, no wind, clear skys
6	Extremely hot, 120°, clear skys, no wind	Showers off and on all day long, cool, 55°	Clear skys, no wind, 45°	Cool, 45°, overcast, 20 mph wind
7	Hot and muggy, 85° overcast, slight breeze	Unseasonably hot, 80°, clear skys, no wind	Unseasonably warm, 55°, no clouds or wind	Hot 85°, no wind, clear skys
8	Cool morning fog, becomes warm, 80°, clear skys, no wind	Unseasonably cold, 30°, no wind, clear skys	Light snowfall all day, 10-20 mph winds, cloudy, 35°	Warm, 65°, showers off and on all day (1D20 min. ea.)
9	Unseasonably cold, 50°, slightly overcast, 15-30 mph winds	Very windy (30-50 mph) with low, fast clouds	Heavy snow fall all day 30°, slight wind, cloudy	Warm, 65°, low fast clouds, 30-40 mph wind
10	Summer rain storm 6-60 minutes (roll a D10) roll again for day's weather, and determine at what time the storm appears.	Snow! For 1D10 hours, 35°, 20 to 30 mph wind	Blizzard, high winds, no travel allowed, possi- bility of freezing to death	Raining (all day) heavily, muggy.

Unless it is snowing or raining, each day's weather has a 60% chance of staying the same for 1D10 days (then re-roll). GM's should *deduct* miles traveled by characters for severe weather (like heavy rain or snow storms) at the rate of 2 miles per day per hour's worth of bad weather.

COMBAT

Understanding all of the combat factors involved in battle is neither the proper thing for a beginning player to try to do nor the easiest. We have simplified this process so much that there are only a couple of things you will have to remember. The first being that all battles are divided up into *six second melee rounds*. All combat functions are based on this six second segment. Remember, there are *bonuses* and *penalties* that accrue to a character based upon their DEX and STR. These factors are applied to the basic "Attack Factor" (AF) and basic "Defense Factor" (DF), of a character. The DF is a numerical rating for the natural AC or worn armor a character has. The AF is a numerical rating of the kind of weapon or attack used. Simple. Therefore, for each DEX and AGIL point *LESS THAN 7* a character has, *subtract 1* point from his DF. And by the same token, for each DEX and AGIL point he has *MORE THAN 12*, *ADD 1* point to the DF.

For the AF, *ADD 1* point to it for each STR point a character has *over 15* and *subtract 1* for each STR point *LESS THAN 7*.

Finally, *ADD 1* point of damage to the struck target for each STR point *over 15* a character has. Thus, those who are faster and stronger are shown to have better defense, attack and more damaging power.

To determine the DF of a character, consult the ARMOR CLASS EQUIVALENCY CHART. To determine the AF of a character simply check the WEAPONS FACTOR CHART. In both cases don't forget to add or subtract according to your DEX, AGIL and STR. There you have the entire simple, and easy to use rules for AF and DF. For more complex and realistic rules, read *The Arduin Grimoire*, *Welcome to Skull Tower*, and *The Runes of Doom*, which comprise the "Arduin Trilogy."

To determine if an attack is successful all you have to do is to cross index your weapon type against the DF of your opponent. This will give you a Base Number you must roll on a D20 to hit. Remember, if your Base Number is, say, 12, you must roll a 12 or more on a D20 to hit. Don't forget to give yourself any AF bonus you may have for your STR (or penalty either!). The GM will factor in all the bonuses or penalties for non-player characters or monsters in a melee, telling the players the adjudicated AFs and DFs as needed for play.

CRITICAL HITS AND FUMBLES

During combat sometimes blows either go astray or find their mark exceptionally well. This is reflected by fumbles and critical hits.

During combat if a 19 or less is required to hit a specific AF and a 20 is rolled, that hit is a *Critical Hit*. All damage and effects done are as listed in this chart according to the critical hit number rolled (which shows exactly what the blow did).

Conversely on any attack roll where a 2 or more is required to hit a specific AF and a 1 is rolled, that hit is a fumble. There is a chart provided for this happenstance as well.

ATTACK BONUSES AND DEFENSE PENALTIES

Any person who attacks a target from the rear gets a +3 bonus to their AF; from the side the bonus is +2. If you are in a position *HIGHER* than your opponent you get a +1 bonus.

Targets in flight get a bonus of 4 added to their DF and those behind cover (i.e. shooting from behind a tree or such like) get a +2 DF bonus.

All attacks made *from the rear* or on a *downed* opponent allow the attacker to *ignore* the targets AGIL/DEX and shield bonuses to its DF (DF would equal AC, minus any shield).

ARMOR CLASS EQUIVALENCY CHART

AC9

Person in normal clothes, with no special protection.

AC 8

*Small shield and no body armor.
Quilted cloth armor with no shield.*

AC 7

*Standard shield and no body armor.
Leather armor and no shield.
Quilted cloth armor with small shield.*

AC 6

*Tower/Kite shield with no body armor
Studded/Banded leather armor with no shield.
Leather armor and small shield.
Quilted cloth armor and standard shield.*

AC 5

*Scale and Chain Mail with no shield.
Studded/Banded leather armor with small shield.
Leather armor with standard shield.
Quilted cloth armor and tower/kite shield.*

AC 4

*Half Plate armor and no shield.
Scale and Chain mail with small shield.
Studded/Banded leather armor with standard shield.
Leather armor with tower/kite shield.*

AC 3

Full plate armor and no shield.
 Half plate armor and small shield.
 Scale and Chain mail with standard shield.
 Studded/Banded leather armor with
 tower/kite shield. Greek Hoplite and Roman
 "Legionary" Armor.

AC 2

Full plate armor and small shield.
 Half plate and standard shield.
 Scale and Chain mail with tower/kite
 shield.

AC 2+1

Full plate armor and standard shield.
 Half plate and tower/kite shield.

AC 2+2

Full plate armor and tower/kite shield.

As you can see, any small shield takes armor
 up to the next better classification; standard
 shields take it up two classes; tower/kite
 shields take it up 3. REMEMBER that *all* armor

and shields have penalties for their use, shown
 in a drop to the wearer's AGIL and DEX. Here is
 how to determine the penalty:

Small shields and cloth armor have a
 penalty of one each. Standard shield and all
 leather armor have a penalty of two. Tower
 shields and scale or chain mail have a penalty
 of three (as does Greek and Roman Style
 Armors). Half plate has a penalty of four and
 Full plate has a penalty of five. Please
 remember to deduct these penalties from
 BOTH the AGIL and DEX, and are
cumulative! A set of full plate armor with tower
 shield has a combined penalty of 8. Thus a
 person with said armor and with a DEX of 15
 and AGIL of 14 would be reduced to 7 and 6
 while wearing that armor. This penalizes his
 ability to move, but has *no effect* on attack
 factor (AF) which is figured *before any*
penalty deductions are made.

A "natural AC" for a monster or other
 creature is simply a reflection of how difficult
 said being is to hit, not necessarily how hard
 their skin is.

COMBAT CHART Defense Factor (DH)

Weapon Type	9	8	7	6	5	4	3	2	2+1/ 2+2	2+3/ 2+4	2+5/ 2+6	2+7
Dagger	3	5	7	9	11	13	16	19	*	*	*	*
Short Sword	2	3	4	5	7	9	11	13	15	17	19	*
Broad Sword	4	5	6	7	8	9	10	11	13	15	17	19
1 1/2 H. Sword	5	6	7	8	9	10	11	12	13	14	15	16
2 H. Sword	1	2	3	4	5	6	7	9	11	13	15	17
Mace	3	4	5	6	7	8	9	10	13	16	19	*
Maul	**	1	2	3	4	5	7	9	11	13	15	17
Battle Axe	2	3	4	5	6	7	8	9	12	15	18	*
2 H. Axe	1	2	3	4	5	6	7	8	10	12	14	16
War Hammer	2	3	4	6	8	10	12	14	16	18	20	*
Morning Star	2	3	4	5	6	7	8	9	12	15	18	*
Flail	**	1	2	3	4*	5	6	7	10	13	16	19
Short Spear	1	2	3	4	6	8	10	12	15	18	*	*
Long Spear	2	3	4	5	7	9	11	13	15	17	19	*
Pike	3	4	5	6	7	8	9	11	13	15	17	19
Halberd	**	**	1	2	3	4	5	6	8	10	12	14
Throwing Knife	**	1	4	7	10	13	16	19	*	*	*	*
Short Bow	**	**	1	3	5	7	9	11	13	15	17	19
Composite Bow	**	**	**	1	3	5	7	9	11	13	15	17
Longbow	**	**	**	**	1	3	5	7	9	11	13	15
Light Crossbow	**	**	**	**	**	1	3	5	7	9	11	13
Heavy Crossbow	**	**	**	**	**	**	1	3	5	7	9	11
Sling	1	2	3	4	6	8	10	12	14	16	18	20
Non-Weaponed Attack	1	2	4	6	9	12	15	18	*	*	*	*
Cudgel/Quarterstaff ..	1	2	3	5	7	10	13	17	*	*	*	*

The variable attack matrix above shows the difficulties inherent in each weapon versus some kinds of armor while versus others they work much better. A 20 indicates (usually) that a *critical hit* has been scored. A * indicates that it is nearly impossible to penetrate this AC, but to ease game play simply remember that a 20 *always hits*. However any AC requiring more than 20 (marked with a*) cannot suffer a critical hit even if a 20 is rolled. Further note that a 1 usually indicates a "fumble" except where a 1 or less (**) is needed to hit the AC in question. See the "fumble chart" for the appropriate results.

WEAPONS DAMAGE CHART

Weapon	Damage	Type of Damage
Dagger	3 points	puncture and slash
Throwing knife	2 points	puncture
Short Sword	5 points	puncture and slash
Broadsword	6 points	puncture and slash
1½ H. Sword	8 points	puncture and stab
2 H. Sword	10 points	puncture and slash plus some crush
Mace	6 points	crushing (spiked maces do tearing too)
Maul	8 points	crushing (spiked mauls do tearing too)
Battle Axe	8 points	slash and crushing
2 H. Axe	10 points	slash and crushing
War Hammer	7 points	crushing
Morning Star	8 points	puncture, crush, and tearing
Flail	10 points	puncture
Short Spear	7 points	puncture
Long Spear	8 points	puncture
Pike	7 points	puncture
Halberd	12 points	slashing and crushing
Short Bow	8 points	puncture
Composite Bow	10 points	puncture
Longbow	12 points	puncture
Light Crossbow	10 points	puncture
Heavy Crossbow	15 points	puncture
Sling	6 points	crushing, puncture
Cudgel/Quarterstaff	3 points	crushing
Non-Weaponed (Hand)	1 point	bruising

Anyone who takes damage equal to ½ of their *current* HP in *one blow* is *knocked down* for one combat turn.

Also, all arrows, crossbow bolts, spears and thrown knives, etc., have a 20% chance of "IMPALEMENT" for *DOUBLE DAMAGE*.

All "Monsters" that use fang, claw or other *non-weaponed* attacks use the attack matrix line of the same name.



GARGOYLE

BASIC CRITICAL HIT CHART

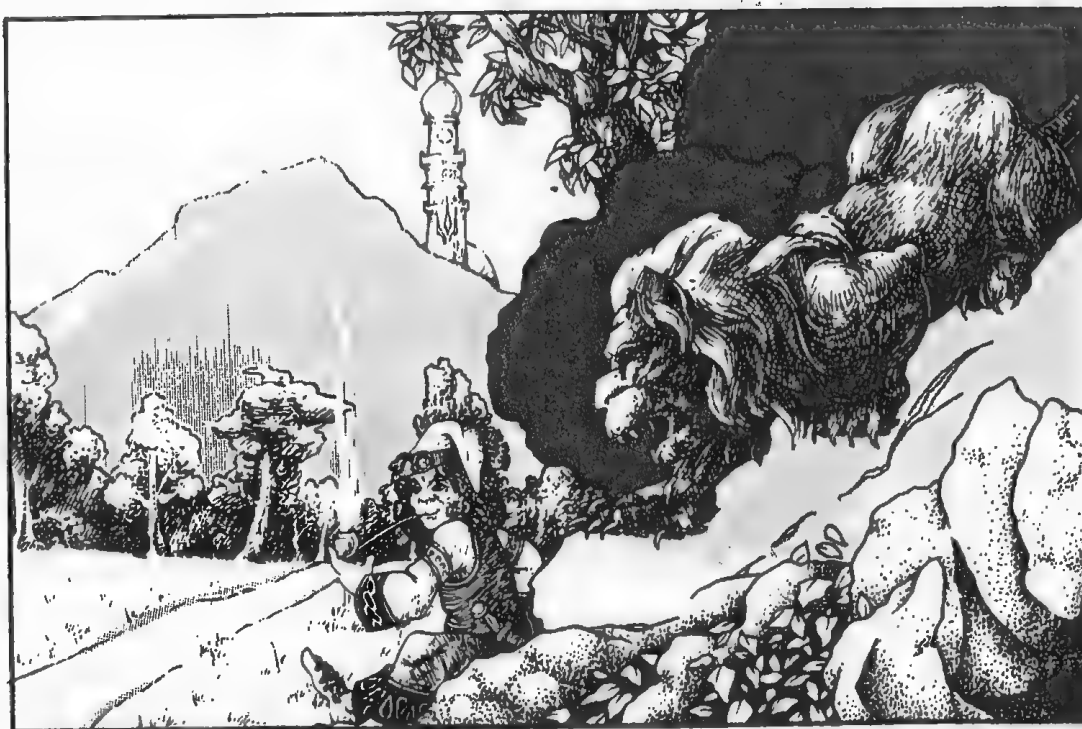
<i>Die Roll</i>	<i>Area Hit</i>	<i>Damage</i>	<i>Side Effects</i>
1	Head	3 points	Stunned, fall down immediately, no movement or combat for D10 combat rounds
2	Neck	5 points	Throat cut, die in D10 combat rounds. Immediate shock, 50% fall chance.
3	Shoulder	10 points	Shoulder smashed, 30% chance of D10 combat rounds of shock. Arm is totally useless.
4	Arm	3 points	Major artery cut, bleed to death in D20 combat rounds
5	Side	1 pt per rib	1 to 5 ribs broken, 20% chance of a lung puncture (halving all physical statistics permanently).
6	Leg	10 points	Major muscle damage, immediate fall, 30% chance for D10 combat rounds of shock.
7	Hand	10 points	Hand severed, immediate shock, D10 combat rounds. 50% bleed to death chance in D20 combat rounds
8	Foot	7 points	Foot totally disabled, ½ agility and speed with 50% chance of immediate fall. (Permanent damage).
9	Chest	All	Heart destroyed, immediate death
10	Face	5 points	Blinded, 90% chance of permanency. 10% chance for D10 D10 combat rounds of shock.

.....

Whenever a leg, arm, etc. is hit roll a D10 to determine if the left (1-5) or right (6-10) was hit, or if a shield is used it is: 1-8 un-shielded, 9-10 shielded, side hit.

A person in "shock" usually falls down and is incapable of coherent movement, combat, etc. for the duration of the shock. Only a 20 on a Die 20 roll allows the shock victim to remain standing.

For a much more complete Critical Hit Chart consult Volumes I and II of the Arduin Trilogy.



·BLACK·LION·

FUMBLE CHART

Die Roll	Immediate Result
1	Foot slips, lose balance, no attack this turn.
2	Hit wrong target doing $\frac{1}{2}$ regular damage.
3	Weapon slips from hand, 1 melee round to retrieve.
4	Trip and fall, 1 to 5 melee rounds to get up.
5	Foot slips, half fall, no attack this turn or next turn.
6	Weapon grip turns in hand, $\frac{1}{4}$ damage to target only.
7	Hit wrong target, <i>full damage</i> .
8	Weapon slips from hand and slides away. One to 10 rounds to retrieve.
9	Weapon turns in grip, no damage, 1 melee round to re-grip properly.
10	Stumble into your opponent, no attack for either this turn.

BATTLE BOARDS

A "battle Board" is the area in play where the metal figures representing the characters are moved about during combat or other situations.

The GM will draw out whatever section of a dungeon the players are in (or section of road they're on) and the players will set themselves up in the formation that they have been moving in.

Now all participants can see how much room there is in the corridor or how close the trees are or whatever. As each player's turn comes during battle, his piece is moved or he fights or he does whatever it is that he has decided upon. Thus the course of events are visible to all, as they would be in reality and everyone can see just where the monsters are.

Because this eases game play greatly and enhances the "fun" so much, I *strongly urge* all players to use a Battle Board and miniature figures during their games.

To obtain one you can either buy one (Indicia Associates at P.O. Box 2900, Oakland, California, 94618 makes several very good kinds with a 5' to the square scale (one inch squares).) or make one yourself.

The board can be either squares or 6 sided "hexes" (as mine is) and should be scaled to either 5' or 10' to the square or hex. Mine is 10' by personal preference. By letting 1" equal 5' or 2" equal 10' you will find it is in scale to the standard 25 millimeter metal figurine.



The board should be a *minimum* of 24" long and 18" wide (mine is about 36" x 30") and mounted on cardboard or some other stiff material. Finally, it should be covered in a plasticine material that can be easily wiped clean with a rag or cotton balls.

A crayon or grease pencil is used to draw in the appropriate walls, doors, trees or whatever is necessary, and can be easily wiped clean and redrawn as the situation requires.

MAGIK, WHAT IT IS AND WHAT IT DOES

The next subject a player needs to understand is *MAGIK*! So to begin with you must know that there are two basic kinds of magik to be dealt with: THAUMATURGICAL and PRIESTLY. The first is the kind we think of when we think of mages casting spells and conjuring demons. The second is the type that priests do, which is usually less flashy but of a stronger kind. This is because priests derive their power from the gods they worship.

A mage must spend years learning his craft, either as an acolyte with an already established mage or at a "College of Magik." As a mage progresses in ELs he becomes able to do more complicated and stronger magik. However *all* such magik requires the mages own "MANA" or "internal power" to make it work. Without the mana, a spoken spell is just so much gibberish.

To find out how much mana a mage has, simply take the number of INT points he has as a base, ADD 5 more for his training and there you have it. Now each time he earns another EL he will acquire 3 *more* mana points. For example: Merlin the Mage has just graduated from the College of Mages. He has an INT of 15 so his mana is 20 (15 for his INT, +5 for his training). When he earns his next EL he will have 23 (20 + 3) mana points, and so on..

A spell has a specific mana cost that is put into it *as it is memorized* by the mage. As the mage speaks the "trigger phrase", the mana powers the spell and the spell is *gone from the mage's memory*. Once used, mana takes 10 hours to "recharge" to working level. Thus a mage can only "cast" spells he has memorized and which he has apportioned part of his mana into!

For each order of power (or OP) a spell is, it takes 30 minutes to memorize (reduced by half per EL earned over the EL needed to cast the spell). For each OP a spell is, it takes 3 pages (minimum) to write it down in a book. Thus an OP 1 spell would take ½ hour to memorize and 3 pages of space in the mage's "Book of Power." Mages can use magik of an order of power equal to ½ their EL (1st order spells for 1st and 2nd EL, 2nd order for 3rd and 4th EL, 3rd order for 5th and 6th EL, etc.).

Priests derive their mana directly from their gods at the rate of 15 points at the first EL, and plus 3 per EL gained thereafter.

Whereas a mage needs only a single combat round to speak his spell, a priest must take one full minute. This is because priestly magik also requires proper obseience (kow towing) to the god in question and certain rituals (variable according to the spell).

A priest can "Lay on Hands" to heal *those of his faith**. To do this costs 10 CON points and renders the priest unconscious for D10 hours. The CON points (and consequently HP as well)

will return in 10 hours, however the priest must rest for an additional 12 hours to regain full functioning capability. This laying on hands will completely heal *any* wound except a fatal one. However, if a person is *bleeding* to death, it *will* stop the bleeding and heal them.

Priests, unlike mages, *do not* have to "memorize" each ritual in order to use them. The "know" the rituals "by heart" and simply assign the raw mana to each ritual as they perform it.

Finally, things of the "undead" variety have difficulty approaching holy objects (alter pieces, religious symbols or anything consecrated to the priest's god) and priests. By the same token a priest may attempt to "Turn Away" any one undead by concentrating his "Holy Power" upon them. Priests have a 10% chance of success for each 10 HP less than 100 the undead have. Thus, a priest has a 100% chance versus 10 HP undead but only a 10% chance versus 100 HP ones. Those thus "turned" will flee, not returning. Evil as well as good priests may do these things.

*A Priest *can*, if he so desires, try to "Lay On Hands" and attempt to heal one *not* of his faith, however, a "God Reaction Roll" *must* be made in order to see if the priest's patron diety will allow this to happen. Roll a D20, a 20 means this may be done, 1-19 means the god will not allow it. Add one (1) to the chance of success for each two (2) ELs the Priest is.

WHAT'S A SAVING ROLL?

"Saving Rolls" (SR) are simply a generalization of a character's chance of avoiding some form of "harm" or other "impingement" upon himself. All are rolled on a D20.

For example; a character is bitten by a poisonous snake that has 24 damage points of venom. If the character makes his saving roll (equalling or surpassing the indicated number), he only suffers one half ($\frac{1}{2}$) damage (or 12 points in this case). By the same token, if a character is in the area hit by a "Flash Point" spell he would make a roll on a D20 to try to "save." If he made his save he would suffer $\frac{1}{2}$ the indicated damage, and if he failed he would, of course, take the full damage.

Lastly, if a person is being probed psychically (as in a "Mind Seek" spell) he would also get a "save" to see if he resisted such a probe. Making his save means the probe failed, failing to "save" means his mind will be probed.

The GM can expand the "SAVE" idea to encompass anything he desires or as is needed. See the Character Saving Roll Chart for the base number required for each character class/type to "save." For each EL earned, the Saving Roll is improved by +1.

A "save" should be allowed for most magikal attacks. "Mystic Darts", "Tangle Trap" and "Mystic Chains" are exceptions to this. Defensive spells, such as "Wizard Dark", "Mana Mirror", "Multiple Image", and so on, do not allow any saves either.

CHARACTER AND MONSTER SAVING ROLL CHART

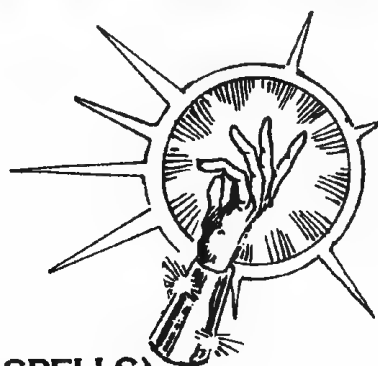
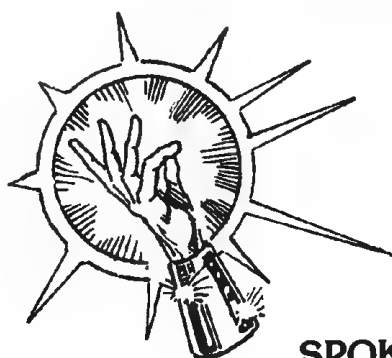
TYPE	Dragon Breath	Fear	Paral- ysis	Poison/ Venom	Spoken Spells	Device Magik	Acid/ Liquids	Lightning/ Energy	Mesmer- ization	Stoning
Amazon	15	15	13	14	16	14	16	17	18	12
Avian (large)	18	15	16	16	17	18	17	16	18	15
Avian (small)	20	17	17	18	19	20	18	17	19	16
Bat	9	6	10	10	13	12	9	14	13	9
Dwarf	18	13	12	11	15	13	13	13	15	12
Elf	11	12	15	10	13	11	12	16	14	10
Goblin	14	15	14	11	17	16	15	14	16	15
Half Orc	18	16	15	12	16	15	14	17	15	14
Hobblit	17	14	15	13	17	15	15	15	12	15
Human	16	16	14	15	17	15	16	18	18	13
Insect (large)	16	5	14	10	19	18	12	18	17	15
Insect (small)	18	6	16	11	20	20	14	20	19	17
Koboldling	15	18	15	12	18	17	16	15	17	16
Mammal (large)	17	16	15	15	17	16	16	17	17	16
Mammal (small)	19	18	17	17	19	18	18	19	19	18
Ogre	15	14	18	12	14	13	13	16	18	13
Orc	17	18	14	10	18	17	12	17	19	13
Phraint	10	11	17	9	15	14	10	18	8	11
Reptile (large)	15	14	18	13	16	17	14	18	18	18
Reptile (small)	17	16	20	15	18	19	16	20	20	20
Saurig	9	16	14	10	16	15	9	12	18	10
Sea Creature (large)	12	15	13	18	16	17	10	15	17	13
Sea Creature (small)	14	19	16	20	19	20	12	18	19	15
Undead	14	NE	NE	NE	17	18	6	18	NE	NE
Undead (free willed)	13	NE	NE	NE	15	16	NE	16	9	NE
Uruk Hal	16	16	13	9	17	16	11	16	17	12

PLUSSES AND MINUSES

Some "classes" of characters get special benefits or penalties based on what they do versus the above. A plus means one less needed to save, a minus means one more.

Warrior	-1	+2		+1						
Thief	-2	-1		+1						
Priest	+2	+2	+1	-1	+1	+1		+1	-2	+1
Mage	+1			-2	+2	+1		+1	-1	
Forester	+1	+1		+2			+1	-1	+1	

NE = No Effect



SPOKEN MAGIK (SPELLS)

FIRST ORDER SPELLS

MAGIK DETECTION

This spell allows a mage to determine if an item is magik. It will also tell him a percentile (die roll) about the actual magikal workings of the item. Its mana cost is one and the range is ten feet.

MYSTIC DART

This spell converts one mana point into a burst of blue-white energy that flashes from the mage's pointing finger. Consider it as a heavy crossbow bolt (plus one to hit, plus one to hurt) for combat purposes. 120' range.

QUICK FLAME

With this spell a mage can ignite any dry, burnable object up to ten feet away (such as dry wood, cloth, etc.), or cause 3 points of damage to a person. The mana cost is one, and remember; *small fires only*.

SWIFT SLEEP

This spell allows the mage to "put to sleep" any single creature of 24 HP or smaller in size *per two mana points put into it*. It has a 60' range and is instantaneous.

BONE SHAKER

This spell costs two mana points, has a 75' range and causes the victim to have intense muscle spasms (and to shake uncontrollably) for 1D10 melee rounds. It causes 1 point of damage per 2 melee rounds of effect. All hand held objects are dropped by the victim.

WIZARD WINGS

Allows the mage to *glide* for 30' for every 10' in height he has. However, the spell only lasts one minute per 3 mana points put into it, so the mage had better land before his time runs out!

WIZARD GLOW

For a one mana point cost the mage can cause any single object to glow with a pale blue glow (equivalent to about ½ daylight in strength) in a 30' diameter area for one hour. This can be anything from a sword blade to a fingertip.

TANGLE TRAP

For a 3 mana point cost the mage can fill a 10' diameter area with sticky, web-like strands that will tangle and entrap (and hold) any creature(s) up to 60 HP in size. It takes one melee round to "form" and lasts two minutes. It can be created up to 60' distant, and is highly flammable (doing 20 points fire damage *total* if burned).

WIZARD DARK

For 2 mana points a mage can cause a 13' diameter area to become inky black and *totally* light absorbive. This "blot" lasts one minute, and can be cast up to 30' distant. It can be made to last longer by adding more mana. Torches, wizard glows etc. *cannot* be seen inside the area.

HYPNOS

By utilizing four mana points a mage can mesmerize any single intelligent being with a *lower combined total INT and EGO* than himself. This will last for one minute times the mages INT (30' range), and the mesmerized person will follow the mage's commands literally in a robot-like manner. Any sudden shock will break this spell.

SECOND ORDER SPELLS

MYSTIK SHIELD

For a 2 mana point cost the mage can create a 7' tall by 3' wide *invisible* shield 3' in front, that will *move with him* for one minute. This shield will *completely stop* all normal missiles and arrows, but nothing else.

MANA MIRROR

For a 3 mana point cost, a mage can turn *any* reflective surface (still water, mirrors, etc.) into a scrying device, for one minute. He can use the "mirror" to see into locked boxes, behind closed doors, etc. or to see events (when he knows the exact location) up to 100 miles away. However, use of this spell requires a one hour rest afterwards, and if used more than three times per day it has a 5% chance of causing the mage to go totally insane!

SIMPLE LEVITATION

For every one mana point put into this spell a mage can raise or lower himself at 33' per combat turn for one full minute.

HOT FLAME

A more powerful "Quick Flame" spell with a 2 mana point cost. Range is 30' and it will ignite even wet wood or other hard to light items, and cause 6 points damage to a person. The fire is still small (campfire sized), but very hot.

MULTIPLE IMAGE

For every one mana point put into this spell a mage can create *three* illusory images of himself. Each image will last one full minute or until touched by a *living thing* (they then pop like soap bubbles). These images move with the mage, aping his every movement and gesture, but are totally silent.

TRAP SENSING

For every mana point put into the spell the mage can find all mechanical traps in a 15' diameter area (use 3 mana points and cover a 45' area, etc.). The traps glow an evil greenish-blue to the *mage's eyes alone*.

OUT FIRE

For one mana point, a mage may *instantaneously* extinguish any small fire (camp fire size or less) up to 30' away, *including* those ignited by Quick Flame or Hot Flame spells.

FOG CALL

For a two mana point cost, a mage can create a 60' diameter area of icy cold fog (visibility varies from one to ten feet therein) up to 120' away. This fog will last for 10 minutes or until blown away.

THIRD ORDER SPELLS

FLASH POINT

For a five mana point cost the mage can cause a 20' diameter area to super heat *instantaneously* to 1,000 degrees farenheit, burning *all* in the area with 24 points damage (to a maximum of 200 point *total damage*). The range is 120', and everything in the area that is burnable, of course, ignites (reaches flash point) and also burns.

LIGHTNING STRIKE

For a 5 mana point cost the mage can cause a lightning arc to leap from his fingertip to any single target up to 60' away. The victim thus hit suffers 30 points of electrical shock (damage), and all up to 40 HP are knocked down and stunned for D10 melee rounds. The arc is 6" in diameter.

BLIZZARD

For a 5 mana point cost, the mage can cause a 20' diameter area (up to 60' away) to become engulfed in a minus 120 degrees Fahrenheit snow storm that will last 1 full minute. Visibility is 1' to 10' and everything takes D10 damage points for each combat round spent inside the blizzard. All 20 HP or less creatures in the blizzard are bowled over.

HAWK FLIGHT

For each 3 mana points expended a mage may "fly like a hawk" at 330' per combat round for 15 minutes (this translates to about 37½ miles per hour). And as a "hawk", the mage can hover, dive, turn, etc.

WIZARD EYES

For 3 mana point a mage can see clearly anything invisible or hidden magikally from sight. This spell lasts one full hour.

MIND SEEK

For a 4 mana point cost the mage can "see into" the thoughts of other living entities for one full minute. This allows the mage to see the "mind pictures" (not words) of what the being is thinking about (30' range).

LOCKJAW

This spell costs three mana points and has a range of 30'. Any single target up to 50 HP that fails to "save" will have its jaws spasmed rigidly shut for 10 melee rounds. All up to 100 pts "lockjawed" for 1 melee turn. For each mana point more than the original cost a Mage puts into the spell, another 10' of range is added.

FOURTH ORDER SPELLS

ICE WALL

For seven mana points a mage can create a *Wall of Ice* 20' long, 10' high and 2' thick up to 60' from himself. The wall lasts for one hour before beginning to melt. Any creature attempting to break through it will suffer D10 points damage (all 40 HP or less creatures cannot break through without pick axes or such like). The wall takes 3 melee rounds to completely form.

FIRE WALL

For a ten mana point cost a mage can *instantaneously* create a wall of roaring flame up to 60' from himself. The wall is 30' long, 15' high and will burn all passing through it for 1D20 damage points. It lasts one minute normally but will burn an *additional* one minute for each one mana point put into the spell *over the initial ten point cost*.

GHOST WIND

For a six mana point cost, the mage can conjure a "Ghost Wind" so powerful it will bowl over and knock down all in its path up to 35 HP in size. The wind is controlled by the mage and can cover an area 120' long by 30' wide and 20' high *starting from his outstretched hands*. It lasts one combat round plus one round per mana point expended *more than the initial 6 points*. It blows gas clouds, fog and such like away *immediately*.

DISAPPEARANCE

For a ten mana point cost, the mage can become invisible to all normal sight for five minutes. He can extend this time by adding two mana points for *each additional minute* desired.

MAGE FEAR

For four mana points, the mage can "strike fear into the heart" of any single intelligent or semi-intelligent creature. Those thus affected will either flee in blind panic for D10 combat rounds (80% chance) or stand "paralyzed by fear" for D10 combat rounds (20% chance). The range is 60'.

CHAIN BREAK

For a four mana point cost, the mage can *either* break any non-magikal bonds (ropes, spider webs, chains, etc.) *that bind him alone* or it can be used to unlock and open any single door or other closure, including those magikally sealed (30' range).

MYSTIC CHAINS

For a four mana point cost, any single door or closure may be so locked as to be unopenable, *even* if a key is available. OR any single entity up to 60 HP in size may be "rooted to the spot" and unable to move from it for ten minutes. A being thus "bound" can do everything *except* move his legs/feet.

NOTE TO GM

These are by no means all of the spells available to Mages. The three Arduin Books alone have several hundred more and the list is limited only by your imagination.

Remember however, that all new spells are only acquired by finding old tomes and grimoires or by months of painstaking research by the Mage.





FIRST ORDER SPELLS

BASIC HEALING

For each mana point expended a priest may heal *any living creature* for 10 damage points. However, this will *not* heal burns, acid damage or wounds of a "critical" nature (though it will stop the bleeding). Those healed thus, may be healed *more than once* so that all damage may be removed.

BASIC PURIFICATION

For each mana point expended, the priest may totally purify up to ten pounds of dry material or one gallon of liquid. It *will not* however, neutralize poisons or venoms.

PRIESTLY MAGIK DETECTION

This spell is identical to the mage's spell but works for priestly magik only.

AURA OF ANTI-EVILNESS

For each mana point expended the priest will radiate in a ten foot radius, a powerful, invisible, "anti-evilness aura" for ten minutes. All "evil" things within that area function at minus two (i.e. make it 2 points *harder* to function) and have a 90% chance of (rolled each combat round) being *totally unable* to approach closer than ten feet to the priest. The "evil" priests have their own variant that repulses "good" types.

MINOR MENDING

For one mana point, the priest can *completely mend* ten square feet of cloth, five square feet of leather, 2½ square feet of wood or one square foot of metal. The repair is *permanent and invisible*.

WATER FINDER

For one mana point, a priest can find any and all water within a 120' radius (and up to 20' underground). He simply "knows" where it is.

GLORY GLOW

For two mana points, a priest can light up a 60' diameter *area* to full daylight equivalency for ten minutes. This time may be extended by five minutes for each one mana point used *over the initial two points*.

SPEAK IN TONGUES

For each mana point expended, a priest may speak, read and write *any single language* desired, known or unknown, for up to one hour. This may be extended one hour per two mana points expended *over the initial one point*.

SECOND ORDER SPELLS

CONVERSATION

For each one mana point expended a priest can speak to and understand, any single *kind* of mammal, bird or reptile for one minute. It can be expanded at a two mana point cost per additional minute used.

SOUND WIPE

Any 20' diameter area or any single being up to 20' away may have *all sound suppressed* for five minutes for each two mana points expended. No sound enters, leaves (or exists) for the silenced area/person.

HIDE FINDER

For one mana point cost, the priest can locate all secret or hidden doors, etc. in a 30' radius. They are outlined in a bright golden glow to the priest's eyes (only).

EARLY WARNING

By expending 3 mana points, a priest may be made aware of any *living* being or creature *thinking* about harming the priest or his companions. He can check a 45' radius or scan ahead on his proposed path to a distance of 180'. However all thus "probed" get a "save" vs. spoken magik.

DEAD WATCH

Identical to the above spell, this one seeks out all those of the "undead" kind. *They do not* get a save and are *always* detected unless cloaked or hidden magikaly.

HOLY BLESS

For an expenditure of 6 mana points, the priest may "Bless" any single individual of *his faith*. This makes it 2 points *easier* (+2) to do all attacks, defenses and saves as well as operates at 2 levels *above his normal EL*. This lasts for one hour. The priest can use this ritual to create "Holy Water" (1 pint each time) which has several properties: If drunk it will heal 5 points of damage. Each pint will "burn" all "undead" types for 10 points. And if used to draw holy symbols, these symbols will keep all non-free willed undead from crossing said symbols. Free willed undead have a 10% chance of reacting thusly. Holy water stays viable for 30 days.

THIRD ORDER SPELLS

NEUTRALIZATION

For each one mana point expended a priest may 100% neutralize 20 points of poison or venom (in a person, monster, wine cup, etc.) up to 10' distant. Evil priest can conversely "cause poison" this way.

HEAVENLY UMBRELLA

For each three mana points expended the priest can create over himself a 30' diameter, down curved, invisible "umbrella" lasting 5 minutes. All liquids and light material will "run off" like rain off an umbrella. It moves with the Priest and may be extended by 3 mana points for each *additional minute* used.

WATER WALK

For each 3 mana points expended a priest may *walk upon all liquids safely* (acid still burns him, of course, he just won't sink!) for five minutes. It costs one mana point per minute to extend the time period.

PATHFINDER

For a 6 mana point cost a priest may locate *any single* door, stair or passage way up to 240' away if it is at least *generally known* to him. OR he can do the ritual and for five minutes "know" the right path to take through a maze, cavern, etc. It costs three mana points per minute's extensions.

NIGHT EYES

For each 3 mana points expended a priest can give himself *or another person* the ability to "see in the dark" as an elf for up to one hour. Each *additional* hour costs only two mana points.

DISPELL!

For each 3 mana points expended the priest can dispell and negate one order of priestly magik (9 mana points are required to Dispell! 3rd order magik). It works also versus Thaumaturgical magik but at *DOUBLE MANA COST*. (Thus to dispell 3rd order Thaumaturgical magik, 18 mana points are required).

FOURTH ORDER SPELLS

HOLY CURE

For a ten mana point cost a priest may cure any disease, rot or such like affliction affecting any single being or creature. Incidentally, this ritual quite effectively destroys "slime & ooze" type creatures (if they fail their "saves" and hold still long enough!), regardless of size or type.

SERPENT CALL

By expending 10 mana points a priest may "shape change" any staff or other piece of wood (6' long minimum) into a snake/serpent under his command for five minutes. The serpent is 12 HP, AC 6 (+1 for DEX) and can move 60' per combat turn. It bites for 2 points *PLUS* a 20 point venom (decreasing five points per bite thereafter). The change takes two melee rounds to complete.

DEATH VOICE

For a five mana point cost the priest can cause any being slain *within the past hour* to speak, telling whatever it may know, for one minute. It will answer direct questions only (not general requests). This may be extended by one minute per ten mana points.

DEATH BREAKER

For an expenditure of 20 mana points a priest may attempt to "call back" *anyone of their faith* who dies *less than 5 minutes past*. The chance of success is based on the dead character's CON points, for each *one* he has there is a 3% chance of success. This is increased by 1% for each point of WIS the priest has. He may try only *once per victim* and must rest 12 hours afterwards.

SKYWALKING

For each 5 mana points expended, a priest may walk, run or move about *through the air* (as if he were on the ground) for 15 minutes. It can be extended by one minute per 3 mana points expended.

BREAKWALL

For a 7 mana point expenditure, a priest may cause an opening to appear in any solid wall or object for one minute. This opening is 5' high and 3' wide, when it is gone, the solid area is just as it was, with no harm done.

GODLY GROWTH

For a 10 mana point expenditure, a priest may cause 10 square feet of *plant growth* to grow 1 to 10 times its normal size. 20 mana points equals 20' square area effected. It takes 1 melee round for each multiple it grows to (3x = 3 melee rounds) and will stay thus for 10 minutes,



reverting back to its normal size at the same rate it grew.

THE EYES OF GLORY

For each 5 mana points expended, a priest's eyes will glow and radiate golden light for one minute. The glow is a 30'x15' cone and all in its light must "save" or succumb to abject fear (like "Mage Fear").

PILLAR OF FIRE

For a 10 mana point expenditure, a priest can conjure a 30' tall, 5' diameter column of roaring, swirling flame up to 60' away. The flame will burn for one full minute and cause 20 points of damage to all who touch or enter it. When it goes out, the area where it was is *not even warm*.

MAGIKAL ARTIFACTS AND TREASURES

During the course of play characters will come across items of a magikal nature. These can range from enchanted swords to magik amulets that bestow protection, special powers or such like, to crystal balls and other "working gear" of mages.

The following list will give the GM (and players) a general idea of what they are like. The Arduin Trilogy has over a hundred other such items if needed. However, this list is detailed enough for the GM to create his own treasures as needed.

MAGIKAL ITEMS

CRYSTAL BALL

Usually 4" to 10" in diameter and of clear white crystal, these devices may be used by any mage. They allow the user to operate, without mana cost, like the spell "Mana Mirror." However after each minutes use, the mage *must* rest for one hour. This item is normally worth 5,000 G.S. and is hard to find but not rare.



ENCHANTED WEAPONS

Usually swords, however they can be of any sort, the more unusual the weapon, the rarer they are. An enchanted weapon is one that has "adds" to its combat capabilities and sometimes even other powers. These "adds" are in attack and damage bonuses and can even include weapons that burst into flames during combat or that wail or sing in battle. Most of these weapons have legendary names. The only limit here is that of the GM.



ENCHANTED ARMOR/SHIELDS

These items usually have "adds" to wearer's DF, adding to its armor class and occasionally protection against fire, cold or other dangers. An example might be an enchanted round shield that is "plus three." This means it has three "adds" to the AC of the user, *upping* that AC.



ENCHANTED RINGS

These, when worn, can protect against fire, cold, dragon breath or whatever, by giving "adds" or "pluses" to a character's saving roll, OR it could bestow invisibility or the ability to see in the dark. *Anything the GM thinks appropriate.*

ENCHANTED AMULETS

These are roughly equivalent to enchanted rings but normally not as powerful. They are thus more common.



ENCHANTED CLOTHING

This kind of magik is usually pretty rare and could be anything from a pair of boots that would allow the wearer to "walk on water" to a cloak that acts as a pair of wings, lifting the wearer in flight. GMs should be careful about this kind of magik, making it hard to find.



MAGIK POTIONS

These are, concoctions (usually liquid) that when drunk, spread onto a character, or whatever, give many of the powers of enchanted rings, amulets, etc. However these powers are normally temporary, lasting an hour or less. An example would be a potion of invisibility that when drunk, makes the drinker invisible for say, a half hour. The GM should understand that these potions are usually *not* labeled, so are hard to discover without the help of a mage (using a "Magik Detection" spell) even though they are probably the most common magikal item made.

OTHER MAGIK

This category can encompass anything from an enchanted boat that can sail on land as well as water, to flying carpets, or enchanted stone or wood figures that can move, fight or do other things. These items, however, are extremely rare and usually only found as the property of old and powerful mages or priests.

Special Note

Priests seldom make magikal artifacts, but if they do, it is almost always of the lesser kind and of a protective nature. Also, GMs should strictly limit magik items to be found in the game until such time as his world has become established and running well.

MAGIKAL CONSTRUCTS

Mages have the ability to construct several items of Magikal Might when they have graduated from their studies.

These items are:



1. Their personal "Book of Power" wherein they write down all of their magikal knowledge as they learn it. Each mage*, upon graduation from the Mages College already knows any three OP 1 spells (plus one more for each INT point over 15 they have).
2. "Magikal Scrolls" are parchments that have the full "essence" and "power" (as well as all necessary mana required for the spell) infused into it. Written upon the parchment is a "Trigger Phrase" that must be spoken in order to release the spell contained within the parchment. This way a mage can carry several spells he has previously "loaded" into these scrolls and not worry about having to memorize them each and every day. Remember, though, that once used, a scroll is empty of the mana that was previously there, and is therefore useless. It costs one mana point for each mana point of the spell thus loaded (i.e. nothing extra) to "load" a scroll.
3. "Wands" are small metal or wooden devices that can be used to store spells, much like a scroll does. However the advantage to a Wand is that there is no Trigger Phrase that has to be spoken in order for the spell to be fired. The mage simply "thinks the firing command" and it fires! The only drawbacks are, whereas, a scroll only requires a basic mana for each spell in question, a Wand requires triple the amount in order to be loaded. Secondly, a Wand can only hold three uses of the same spell. Thus if a mage was to load the spell "Flash Point" into a Wand, he could only put three of those spells (or one triple strength one) into the Wand. And remember, each spell would cost TRIPLE the normal mana cost, (i.e. a total of 9 times mana cost for the three spells).



*Priests know three rituals as for Mages and put them in their "Book of the Word"
 **All prices to be adjudicated by GM as necessary.



4. "Rods" are bigger than Wands but smaller than Staffs. They function exactly as Wands do with the exception that everything goes by five. Thus that "Flash Point" spell could be loaded five times into the Rod, or be of five times power. The cost is still triple that of normal spell cost. (i.e. a total of 15 times mana cost for the five spells).



5. "Staffs" are nothing more than bigger Rods, and work on a by ten ratio of power.
6. Each time a device is emptied of all its stored power there is a 5% chance the device will shatter.

A wand will cost a mage about 50 G.S. to produce, a Rod will cost about 150 G.S., and a Staff about 500 G.S.** It will require about three days or so to build a Wand, about three weeks for a Rod and about three months for a Staff. Wands are not rechargeable, whereas Rods and Staffs are. Also, a Rod can hold up to 3 separate spells (by 5s) and a Staff can hold up to 5 (by 10s).

Super Spells And Device Magik

"DEVICE MAGIK" is magik which uses an item and not the mage's own spoken spell to achieve a desired result. Wands, Rods and Staffs are all "Device Magik." Such magik can never be more powerful than the device itself allows, whereas a Spoken Spell can have more power "pumped" into it by adding more mana. Thus a "Flash Point" spell that normally does 24 points of damage, can be upped by fifty percent in damaging power by adding an additional mana cost to it equal to its original cost to cast. That same spell can then be made to do 36 points of damage at double its base mana cost or do 48 points damage at triple its base cost and so on. However the spell must be memorized in this "Super Loaded" manner in order to be fired as such. This is a way in which a mage may wield a great power, but only at the cost of wielding fewer spells (due to the very high mana cost of so doing).

THE ARTIFACT CARD SYSTEM

The standard system used with the *Arduin Trilogy* to enhance game play is one that includes pictorial cards. These game aids have the picture of the item (whether it be a magik sword or mystik ring) on the front, and a "format" for all of the pertinent facts on the reverse side.

The GM usually colors the card with art pencils and/or felt tip pens and writes all the required data on the back as well. Thus whenever the player characters find such items, the GM can show the item to them. Then the players can endeavor to figure out (by arcane or other means) what it does.

VIII

MONSTERS

AND OTHER CREATURES

(in alphabetical order)

BLACK LION

Huge, 1,000 lb. coal black lions with natural ACs of 7. They have DEX and AGIL of 18 each and attack each turn with two claws for 9 points each OR a bite for 12 points. However, if *both* claws hit, they can attack *again that turn* with their rear two claws as well!. "Normal" lions are about two thirds the Black lion's 50 HP and attack/damage. They usually appear alone or as a mated pair, and get +2 to their AF.

CAVE BEARS

These huge 2,000 lb. and 12' tall creatures are voracious, fierce, and terrible to confront. They average 68 HP and have natural ACs of 6. Their DEX and AGIL are 15 each and they can either strike with two claws for 12 points every melee round OR bite for 16 points. There is a 20% chance every melee round that the bear will "hug" its victim for 10 points per round. However to do so, an attack (either claw or bite) *must have already hit that turn*. They usually appear alone or as a mated pair, and get +4 to their AF due to strength.

DIRE WOLF

Huge, dark grey to black, 600 lb. wolves that travel in packs of 1 to 20. They can bite once each turn for 10 points and have a natural AC of 7. They are occasionally seen as mounts for goblins! They have 32 HP and DEX and AGIL of 17 each. Their favorite food is Hobbitt! Their bite is +1 due to strength. They fear *only* fire.

DRAGON(S)

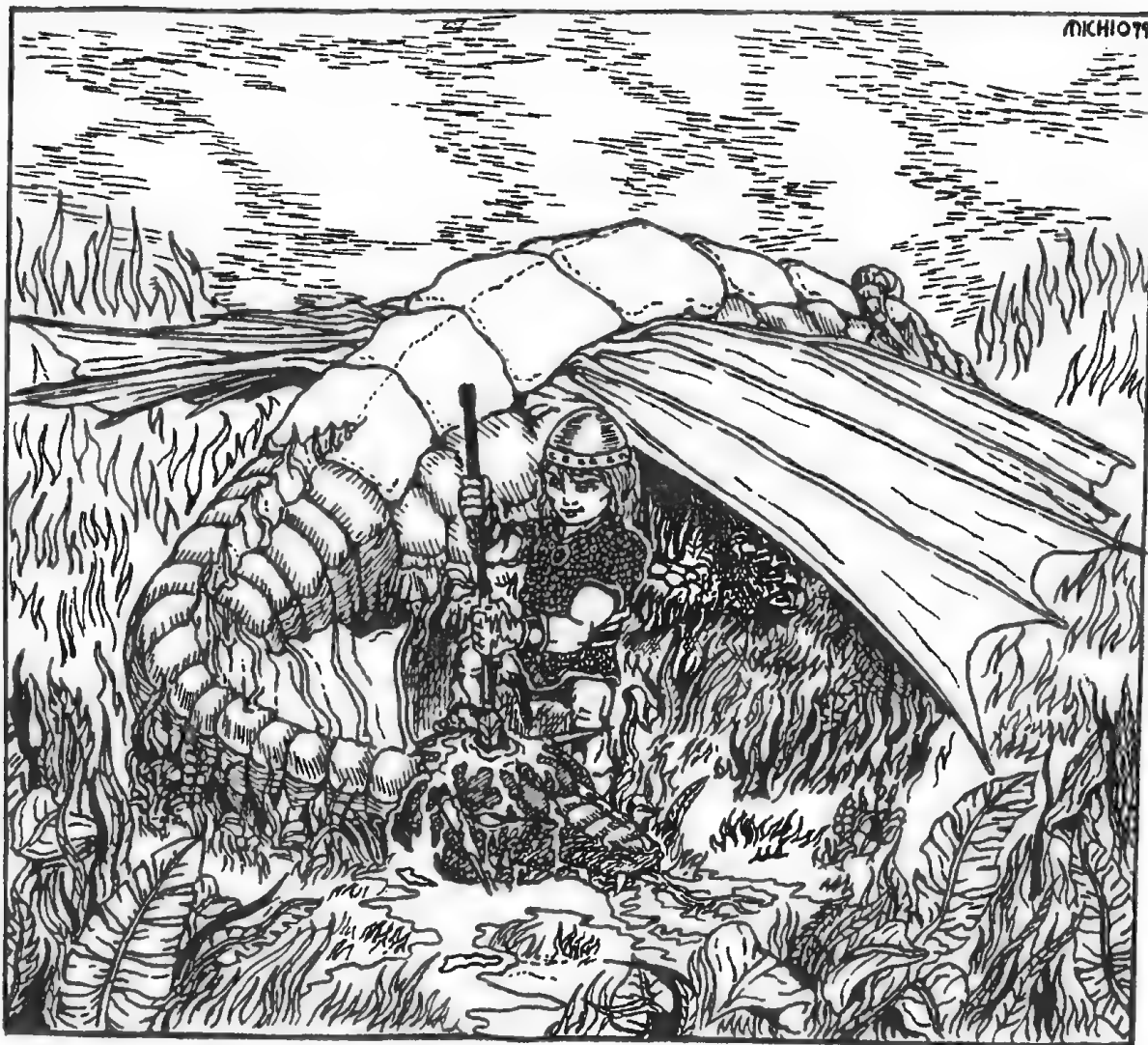
This magikal creature comes in several types, usually denoted by a specific color. But remember, dragons are extremely rare creatures that live solitary existences far, far from most inhabited areas. Their temperments can range from cruel and heartless to inquisitive and sly. But always, I repeat, *always*, they care little for those "lesser" creatures like men or Dwarves or Elves, and have little patience with anything having to do with them. Dragons vary in size and power, but are generally one third their own HP in length. That means that a 90 HP Dragon would be 30' long ($90 \div 3 = 30$). Their wing span, when fully extended is normally about *double their length*. So that 90 HP Dragon would be 30' long but have a 60' wing span!

To determine the "power" of a dragons "breath" simply consider its HP as how much damage said breath would do. Thus the *huge* 90 HP Dragon would have a 90 damage point "breath weapon." The damage is *always divided amongst* those in its path. Thus if three people were hit by the 90 HP Dragon's breath, each would take 30 points damage. Sure it is fearful, but Dragons are the *greatest* of all adversaries!

The "range" and "area of effect" of a Dragon's breath weapon is again based on its HP. For each HP there is, it extends 1' outward and 6" in width. So that 90 HP breath would cover an area 90' long and 45' wide extending *in a cone* from the Dragon's mouth getting wider, the farther it travels.

A Dragon may thus "breathe" *every third melee round* for a maximum number of times each day based on its HP size. For each 25 HP (or fraction thereof) a Dragon may breathe *once*. The 90 HP Dragon can then breathe four times per day ($90 \div 25 = 3 \frac{3}{5}$).

A Dragon can also attack with its buffeting wings, battering ram tail, rending claws and crushing teeth. Figure that wings do 4 to 9 points each, the tail does 10 to 30 points, the claws 8 to 18 points each, and the jaws a fearsome 20 to 50 points per bite. Each GM will have to decide on just how terrible each Dragon is, based on its size and age, beforehand. Finally, Dragons are "naturally magik resistant", it having no effect on them 50% of the time.



Here, then, are The Dragons:

COLOR	WHERE FOUND	WHAT THEY BREATHE	HP SIZE
Black (Bog Dragon)	Bogs and swamps	poisonous acid-like spray (may maim/blind)	55
Blue (Sea Dragon)	On islands, always in or near water	High pressure water jet (knocks down all up to its HP size)	65
Gold (Dragon Lord)	In the clouds	Shattering Sonic Scream (this can powder rock!)	100
Green (Forest Fang)	Deep forests and woods	Sleeping gas (all up to its AF are put to sleep!)	85
Red (Fire Drake)	Deserts and Hot Springs	Flame and Fire	75
Silver (Krag Dragon)	On Mountain Tops	Scintillating lightning bolts (all hit are stunned for 3 melee rounds)	80
White (Cold Drake)	Cold icy/snow areas	Cold Howling winds (all up to its AF bowled over!)	50
Yellow (Jungle Terror)	Jungles and Rain Forests	Poisonous gas (takes 3 melee rounds to go into effect)	80

MORE MONSTERS. . .

GARGOYLE

These mystical monsters are slate grey, 7' tall humanoids with small curled horns, bat-like wings and huge taloned/clawed hands and feet. They are fairly stupid but can be sly (and of course are naturally mean and nasty!). Non-magik weapons only do ¼ damage to them and silver (silver coated) weaponry does ½ damage. They are naturally "magik resistant"; *all* magik *not* effecting them 20% of the time. They usually appear in groups of 1 to 10 (two or three being the number usually encountered) but only at the behest of a mage or priest's arcane rites. They normally appear for *one specific job*, but can be used as treasure guards. 50 HP, with DEX and AGIL of 17 and natural ACs of 3 make them difficult to deal with. Their claws do 8 points each, each turn.

GHOULS

These were once "normal" people (of any race, but usually human) that became involved in evil magik or religions and who were warped and changed by this. They shamble about, half bent over, shunning the light of day. They are cannibalistic and will dig up rotted bodies to eat the flesh they crave with all their being! They never show fear, but will not stand up and "slug it out" if they can help it. They sometimes carry bone cudgels but usually rely on their claw-like fingers (5 points each hand) and pointed teeth (7 points per bite) for attack. Their filthy, slug-white bodies have a horrible stench but they have a natural AC of 5, 33 HP and DEX and AGIL of 16 each. They are usually alone or in trios (threes), and will grab a victim and run. They also have a particularly venomous saliva that causes all bitten by them to be paralyzed (in 3 melee rounds) for one hour.

GIANT SCORPION

One of the most vicious killers ever to be encountered, these 18' long, 45 HP horrors have a natural AC of 2 and a DEX and AGIL of 19 each. They attack with 2 claws for 1D12 each and a 6 point bite each turn. If *both* claws hit they sting for 3 points with a venom that is *fatal* to all creatures of *less than* 51 HP. They always travel alone and once they have sighted their prey, pursue it for days at warhorse speed! A "save" versus their sting venom means 20 points poison damage is taken.

GIANT TARANTULA

This ugly creature has a body the size of a Volkswagon and legs that spread 12' to either side. It can run as fast as a warhorse, and is 39 HP. With a natural AC of 4 and a DEX and AGIL of 19 each it easily catches its chosen victim. It gets two foreleg hits for 5 points each and an 8 point bite each turn. Its venom does an additional 2 points of damage each melee round *after a one melee round delay* (for 1 to 10 rounds and a maximum of 20 points damage). They usually hunt at night

and of course fear nothing in the world! They almost always travel alone. The "web-silk" burrow linings are worth a fabulous fortune!

GIANT WASP

The arch enemy of the GIANT TARANTULA, these fearless winged creatures attack all living things for food. They have a natural AC of 3 and a DEX and AGIL of 20 each. They can either bite for 4 points or sting for 2 points plus 30 HP of venom. All stung have a 50% chance of being paralyzed for one full day. They have 22 HP and usually appear in groups of 1 to 10. Their "humming" flight is audible up to 300' distant.

GOBLIN

These smallish humanoids (ranging from 4' to 4½' tall) are slender but have over-large heads with bulging yellow or orange eyes and huge, pointed ears. They have cat-like fangs and have a dusty brown to dark chocolate complexion. They have a natural AC of 6, but usually wear brass studded leather armor and carry small shields, short curved swords and daggers. They frequently use short bows. They average 24 HP and have DEX and AGIL of 15 (don't forget their "adds."). They usually appear in groups of 3 to 30 (just roll a D10 three times) and for each 10 encountered consider one (1) as 2nd level. They don't like daylight (just like Orcs) and hate Hobbits! They are about as intelligent as Orcs.

GREAT SERPENT

These huge snakes are usually emerald green with glowing yellow-gold eyes and venom-dripping black fangs. Ranging in size from 30' to 50' long; they have HP equal to their length (i.e. a 30' long one is 30 HP) and have a natural AC of 5. Their DEX and AGIL is 17 each and they can either bite for 10 points (30'-35') / 12 points (36'-40') / 15 points (41'-45') or 18 points (46' to 50'), or "head butt" for 2/3 the damage. Their venom is equal in value to their own HP the first bite, then 2/3s, then 1/3 then only 3 points thereafter for the rest of the day. They swim 50% *faster* than they move along the ground and *relentlessly* pursue their chosen prey. They almost always travel alone.

KOBOLDLINGS

These miniature humanoid beings (averaging 3' in height) have small pointed ears, rat-like teeth, greyish skin and dirty white hair. Their beady green eyes cannot stand bright light so they keep to caves and the night. They have an ongoing "war" with Dwarves who hate them as much as they hate Dwarves. They have a natural AC of 7 and wear Quilted Cloth Armor, carry cudgels, daggers and slings and love to dig deep pits with sharpened poles in the bottom to trap unwary travellers in. They are a cowardly lot and appear in groups of 4 to 40 (roll a D10 four times). For each 15 encountered consider one (1) as 2nd

level. If *more than 30* appear consider one (1) as third level. Uruk Hai scare the pants off them! They average 18 HP and have DEX and AGIL of 16 each (don't forget their "adds"). They are nearly as smart as Uruk Hai but don't like to show it, pretending to be dumber than they are to put their enemies off guard.

MEDUSA

The classic beautiful woman with writhing serpents on her head instead of hair. All who look fully upon her face have a 90% chance of literally turning to stone! Those who only "glance" quickly at her face still have a 30% chance of becoming stone. She only has 30 HP and a natural AC of 8 but sings like an angel to lure her victims to her lonely waiting smile! A truly dangerous monster. DEX and AGIL are 15 each.

OGRE

The smallest of the "Giant Family" this extraordinarily ugly humanoid stands 8' to 10' tall, had 55 to 65 HP, DEX and AGIL of 10 each, and uses a huge maul in combat (his attack is +4 due to strength and does an extra 10 points damage). Very stupid and usually cannibalistic, the Ogre has a natural AC of 6 and usually lives alone in deep forests or in rocky, mountainous areas. They love wine and get drunk very easily.

ORC

These are humanoid beings with pale semi-scaled green skin, bright yellow eyes, large dog-like fangs and large pointed ears. They stand about 5' to 5½' tall and are the arch enemies of Elves. They have a natural AC of 5 but usually wear scale or chain mail and carry round shields, and scimitars. They average 34 HP and have DEX and AGIL of 13. They appear in groups of 1 to 20 and for every 8 encountered there will be one 3rd or 4th level. Don't forget their armor "adds". They occasionally use short bows or halberds, but prefer not to. They are not as brave as men.

PHRAINT

Bright metallic blue or green, upright man-sized insect warriors. They average 30 HP and have DEX and AGIL of 20 each. They can leap up to 30' horizontally or 20' vertically and fight with light javelins and two handed great swords. They have a natural AC of 3 (with appropriate adds for their high DEX/AGIL). Their average AF is *not* effected by strength as they are not particularly strong. They are cold and emotionless warriors of great intelligence who know no fear. For every six encountered consider one (1) as 4th level. They appear in groups of 1 to 20.

SALIRIG

Desert Saurigs are tail-less and much less bulky than their aquatic bretheren. They stand 5' to 6' tall and are a pale to dark tan color with yellowish stomachs. They average 36 HP and have DEX and AGIL of 15 each. They use round

shields and a weapon called a *Jhang* (which is a broad bladed *wooden* sword with obsidian "teeth" imbedded in its edges. Consider it as a broadsword for attack but give it 2 extra points for damage). Their favorite mode of attack is to leap up and kick with their clawed feet (4 points damage each) hoping to knock their opponent or his shield down.

Swamp Saurigs are grey-green, tailed, 5½' to 6½' tall and are much more bulky than their desert kin. They average 44 HP and have DEX and AGIL of 12. They use two handed axes or battle axes and tower shields and also use their tails (3 points damage) in a sweeping/battering attack (20% chance of bowling a two-legged opponant off their feet). This attack is used *instead* of their normal attack as they must "spin" half way around to use it.

All Saurigs have a natural AC of 6 (don't forget their "adds" for shields, if any) and can bite for 6 points if they get the chance. They are not too bright, are savage and will eat anything they can hold down long enough to swallow! All their AFs are +1 due to strength. Desert Saurigs hate water and Swamp Saurigs hate dry places, but both kinds hate humans greatly! They appear in groups of 1 to 20 and for every 10 encountered consider one (1) as 3rd level.

SKELETONS

These are the classic horrors seen in many a film; moving skeletons of long dead men. They are set to guard tombs and treasures by Evil priests and mages and never retreat. They carry all kinds of weapons, some use shields and some don't. If they have no weapon they will claw twice per turn (4 points each) with their bony hands and try to bite (for 6 points damage). They only have 15 HP but have a natural AC of 5. They usually have a small gem (worth 50 G.S. or so) in each eye socket. Usually found in groups of 13.

TROLL

This horrid creature is vaguely humanoid, a hunched over, 7' tall, bony and thin and black as coal. Their bat-wing like ears have a 90% chance of hearing sounds even as faint as a heart beat within a 60' radius but their weak eyes can only see well in darkness or dim light (bright light hurts their eyes). They are 40 HP and have a natural AC of 2. With their DEX and AGIL of 17 each, they are able to strike with 2 claws (for 8 points each) and bite with their long, yellow fangs (for 6 points) each melee round. Too mean to ever be afraid, these cunning monsters eat everything they catch and have one horrible attribute that makes them very difficult to kill. Each melee round they "regenerate" (regrow-heal) 1 point of damage they have sustained. The only damage they cannot heal in that manner is that done to them by fire or silver.

URUK HAI (High Orc)

These are a larger, more fierce breed of Orc, standing 6' to 6½' tall and having glaring red eyes. They have a natural AC of 4 but favor half-plate armor and round or tower shields (don't forget their adds). They use morning stars, battle axes and small flails and all their AFs are +2 due to strength. They average 42 HP and have DEX, AGIL of 14. They usually appear as the "captain" of a group of low Orcs. If they do appear as a group (usually 1 to 10) consider half as 2nd level and all the rest (save a 4th level leader) at 3rd level. They will on occasion use composite bows or even 18' pikes, but really prefer close combat. If it is possible, they hate Elves even more than their lesser kin! They are much more intelligent than Orcs, being about as smart as men. There is no question that they are *very* brave.

VAMPIRE BATS

Giant, 15' wing span, blood sucking bats. Each bite does 3 points damage, and if not knocked loose, they can "drain" an additional 5 points per melee turn from their victims. They have 12 HP, a natural AC of 7 and DEX and AGIL of 18. Their attacks are +3 due to their "sonic homing." Loud noises confuse them badly. They appear in groups of 4 to 40 (roll D10 four times) usually at night. They are not intelligent.

WRAITHE

This is the disembodied spirit of someone who is dead and has his soul enslaved to some power or evil. They have 40 HP and a DEX and AGIL of 20 each. Their natural AC is 2+2 and they attack but once per turn, for 3 points cold damage. Each hit also drains 6 (six) CON points from the victim. Those who have all their CON thus drained become unconscious, and if then killed while in this state will become wraiths themselves, forever enslaved to the wraith that slew them. They are never frightened nor can they be mesmerized, and only magik weapons or silver can hurt them (and silver weapons only do ½ damage). Priestly light ("Glory Glow") burns them for 4 points for each melee round they are exposed to it. Survivors who have had CON points drained may regain them if they rest *completely* at a rate of 1 per week. Each week *not* rested means 1 CON point permanently lost.

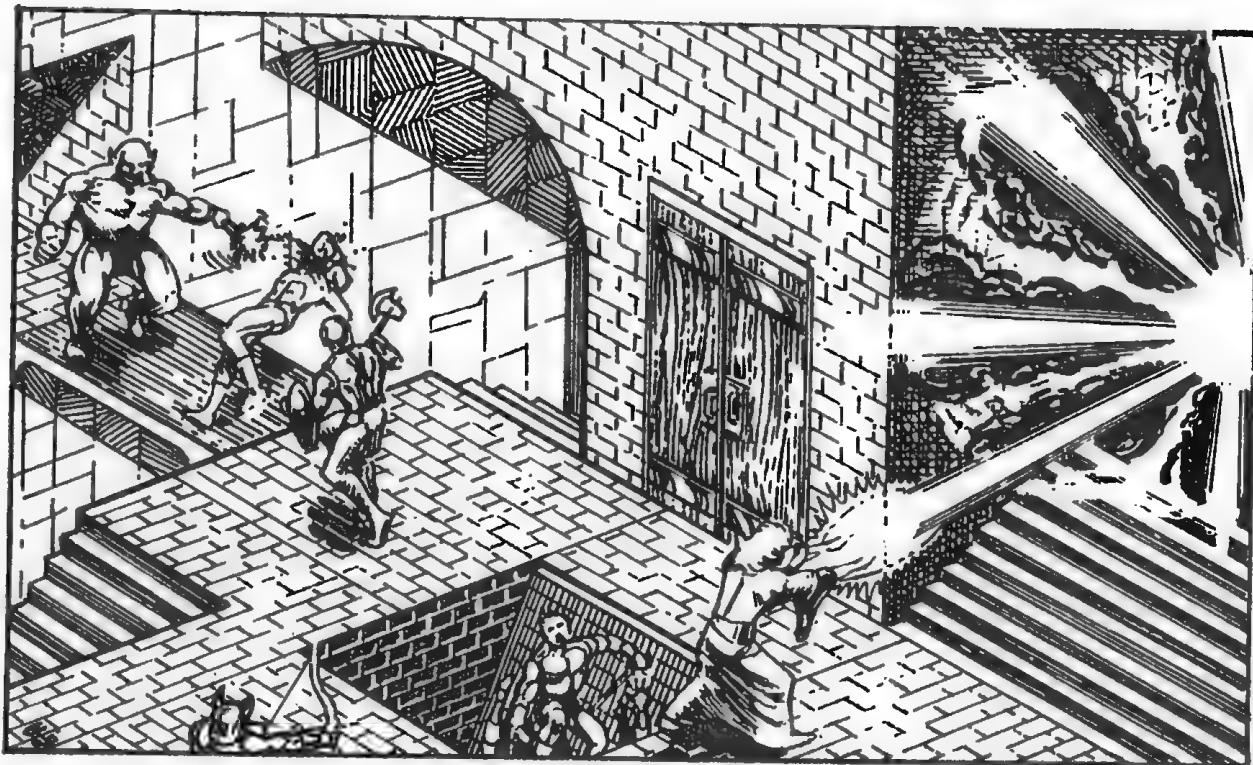
**ORC vs DWARF***ZOMBIES*

Dead people "bought back" as slaves to some evil being, used as guards and killers of their enemies. They can never feel pain or fear and never retreat or stop once set in motion. They have 25 HP, a natural AC of 7 and can carry any and all kinds of weaponry and armor/shields. They usually have a gem valued at 100 to 150 G.S. inside their sewn-shut mouths. Usually found in groups of 13 or 7 only. DEX and AGIL is usually 9 each and then AF is +1 due to brute, uncaring force.

NOTES ON**"OTHER" CREATURES . . .**

The GM is encouraged to "invent" encounter creatures himself. Things like Giant Rats, Huge Ameobas, Large Lizards etc. Simply use the preceding monsters as guidelines or try the hundreds of creatures listed in the *ARDUIN TRILOGY*.

We also recommend the many, many monsters to be found in *ALL THE WORLD'S MONSTERS*, Volumes I, to III.



IX THE ADVENTURE

Now that you've read the rules you are probably saying "fine, but now what?" Well, this is what! Here is how to have your first adventure!

The first thing the GM (you) must do is to think up a suitable "starting script" for your first adventure. Now, this script *must* take into account how all of the players' different characters will meet. This is easy, for you can have, say, a "special holiday" in honor of the King's birthday, where everyone for miles around has come to see the festivities. During this the characters could meet accidentally, or at an Inn where they all just happen to be staying. OR perhaps the King will announce a "Grand Quest" where all who wish to "bring the golden chalice of the King back to its rightful owner" may attempt to do so (for some great reward or such). Or, how about all of the characters travelling on a boat to some island or other far away place? They would certainly get to know one another then! So, you've decided upon your basic script, then what?

Well, then you decide on say, five or six encounters the characters *might* have along the way. You take a piece of paper and list: how many; what kind; how big; what loot there may be (if any); names (if needed); reasons to be there (if needed) and so on. Then, *each day they travel* roll a D10. If a one or a ten comes up then they've had an encounter! You can choose which it will be or pick randomly, it really does not matter. (In more *civilized* areas roll a D20, a 1 and 20 being an encounter).

Now you have to decide upon what's waiting for them *at their goal*. A Dragon and its treasure horde? An Orc encampment and captives to be freed? It's up to the GM to write this down on a separate piece(s) of paper so it will be ready when the characters reach their destination.

As the characters travel to where they're going, the GM describes what they see as they "move" through the land. For instance the GM says: "well,

you're crossing a grassy plain, no trees in sight, but away on the horizon is a dark line of tall mountains." And later on *in that same day's travel* "you've gone about 12 miles now, the wind has picked up to a nice little breeze, and it's starting to cloud over. Maybe it will rain tonight. The mountains are much closer now, but still at least a day's travel away. However you can see off to the north-west a line of trees, a forest perhaps, five or six miles away, what do you do?" The player (speaking for his character) might say "I'd not like to be caught in the open if a storm breaks. We should be able to make the tree line before dark, where we can find some cover. What say you my friends?" The other players would, of course, respond to this (as their characters) and game play would continue *based on their decision*. Now you might ask "how in the heck do I know what it is the characters are seeing?" This is not hard to explain, in fact I'll use that overworked word again: It's simple.

You take an 8½" x 11" sheet of graph paper (4 or 5 squares to the inch) and draw a little map of the country(side) they will be traveling through. Each square could be a mile (or more or less as *you* desire) with rivers drawn in blue, forests in green, mountains in brown, towns and road in red, etc. Now as a GM *you* have a map, but the characters do not. They must draw one from your description (if they want one) as they travel along!

So now you are beginning to see what a GM really is! He's a STORY TELLER! The better your descriptions or stories are, the more "real" it is to the players and the easier it will be for them to participate in *your fantasy*! OK, now what? What if it's a castle run by an Ogre or a cave complete with tunnels full of Koboldlings that is the destination? How do you show that? Here's how:

Using the same kind of graph paper, each area (whether an underground dungeon or cave complex or an above ground castle) can be drawn up by you beforehand*. Each room, hallway or tunnel is drawn in and you have a list to

show what's in each location. For instance, if there are 26 rooms in this dungeon, each could be lettered A through Z (or numbered 1 to 26) on the map. The GM sees that the party is going to open the door to room "B", checks his list and might see something like this:

"ROOM B", the walls are of red sandstone, the 30' high ceiling is of polished granite as is the floor. In the room near a large (10' long by 5' wide by 4' high) wooden chest are three GARGOYLES."

There would also be the "stats" for the Gargoyles listed so no game delay would be needed for the GM to prepare for the fight that appears to be coming up. Treasure (if any) would be listed as well.

Once the fight is taken care of the characters proceed to bind their wounds and bury their dead (if any) and start their movement again if they wish. This sequence of events is repeated throughout the adventure.

SPECIAL BONUS

This complete adventure is included for two reasons:

1.

To show you how a basic script
is written from story-line to dungeon.

2.

To give you a "first adventure"
as a starting point (or you can save it for later).

We hope you enjoy this adventure,
and that it will help you to better understand this form of gaming.
Enjoy!

*Or you may purchase, pre-drawn, complete dungeon and overland adventures: including several from the Arduinian Universe, including "CALIBAN"; "THE HOWLING TOWER"; "THE CITADEL OF THUNDER" and "DEATH HEART."



MEDUSA with TROLL bodyguard

X

THE FORGOTTEN TOWER

Legend has it that about 500 years ago the evil and ancient mage "Kharkoram the Black" was driven forth from the lands by the priest-king "Zandring True Heart."

Vowing vengeance, the sorely wounded mage went into the mountains to bide his time and to plot his return. Gathering Orcs, Goblins and scores of other evil creatures around him, he had them build a wizard's tower where he could be safe and recuperate, and filled it with all manner of unspeakable abominations.

Using his great knowledge, the mage began a series of horrific and terrifying conjurations designed to give him even greater powers. Thirteen years passed while he did his evil works and the land, now peaceful, forgot the bloody past. Sensing that the time was right, the evil one gathered his forces and struck. With fire and dark magik his army battered the lands that had cast him out. With the issue in doubt, Zandring and Kharkoram met once again in mortal combat.

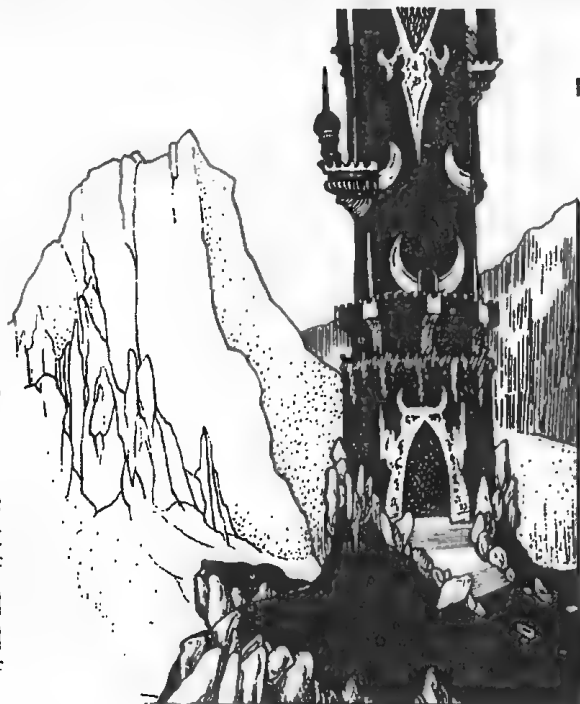
The battle raged for seven hours, neither giving ground, both bloodied and gravely hurt. Finally, throwing caution to the gods, Zandring took a desperate gamble, and succeeded! Struck through the heart by the good king's enchanted blade, the wizard burst into black flame and was destroyed. But in so killing his foe, good Zandring was also mortally wounded, and died himself soon thereafter.

Seeing their leader struck down, the evil army of Orcs and other foul beings lost heart, broke and tried to run. Few escaped the victorious warriors, now inspired, that swept over the plain like a flood.

Peace once again came to the land and Kharkoram's memory slipped away like some long-past nightmare. Decades, centuries, passed and even the legend became dim and the land forgot.

Then one day, a dusty traveler in an Inn told a story of how he and three companions had come through an old, forgotten mountain pass in the north. He spoke of the strange, black tower of polished stone they had found and of their venturing through its massive iron gate.

He hesitates then, gulping his wine to steady his shaking hand and tells of the treasure they found, but only he lived to speak of it. Showing a small, carved figure of fabulous black jade to prove what he has spoken, he mumbles something about "monsters, horrible howling monsters," and refuses to say anything more except this: "I would not venture again to that foul place for all the treasure in the land. But, for a small price, I will draw you a map so that you can!" Now it is up to you. Dare you seek out the Forgotten Tower?



KEY TO FORGOTTEN TOWER

Map Guide



Indicates a "normal" doorway, 7' high by 40" wide, usually of brass-bound heavy oak wood with iron lock and door latch.



Indicates a "secret door", usually a sliding panel triggered by a concealed button. These normally close automatically after 60 seconds.



Indicates a stairway, usually of iron and spiraling around a central bronze pole to which the 15" by 5" steps are affixed. To determine where the stairs lead to simply match their letter designations.

Description

The tower is built of smooth black basalt blocks standing 80' tall. The first floor has a 15' ceiling height, all other upper levels have 10' ceilings. The floor between each level is 3' thick, the roof being 2' thick.

The base floor is 20' thick and the "basement" room has a 15' ceiling.

The limestone caverns have stalactites and stalagmites and are variable in ceiling height from 7' to 70' as the GM so desires. It's dank and drippy with small pools of water, lichen, fungus and cave moss everywhere.

During the long centuries many strange and secretive creatures came upon the tower. Some stayed, others did not, but all left their mark. Exploring this tower and cavern complex will give adventurers a chance to encounter all sorts of creatures and give them a chance to discover treasure.

The Traps

There are thirteen mechanically activated traps in the tower, pre-set to work once without resetting. The GM can position them wherever he chooses (but once set, are forever after at that location).

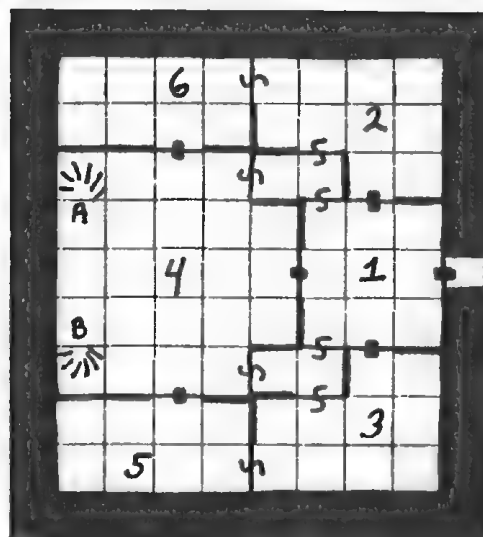
1. A 5'x5' opening appears and drops the victim 15' onto 5' steel spikes.
2. A 1,000 lb. 5' square block of stone falls onto the victim(s).
3. A spring-loaded 8' steel spear shoots out, impaling the victim for 20 points damage.
4. A spring-loaded 5' steel sword blade (2 handed) slashes across the victim for 20 points damage.
5. As above, but it slashed down towards its victims for 20 points damage.
6. Ten Iron heavy crossbowbolts fire down the length of the corridor. (Treat as ten separate basic heavy crossbow attacks on all in the line of fire).
7. A 5' diameter "puff" of 30 point poison gas erupts (lasting 1 melee round).
8. A 5' wide, 10' long "cone" of 50 point acid is sprayed out (divide the damage among those it hits). There is a 50% permanent blinding chance, rolled for each eye.
9. A spring-loaded poison needle is concealed in the door latch (for 32 points damage).
10. A 30 point electrical charge is set in the door latch, activating as it is moved.
11. The entire room will be filled with a "Flash

Point Spell" as soon as the exit door's latch is touched. It is of 100 points in damage power.

12. An area 10' in diameter is covered in flaming oil (pouring from the ceiling). All in the area take 20 points of damage for each melee round in the flames which burn for 1D10 rounds. All clothing, etc. also burns for an Extra 1 point of damage for 1D10 turns
13. All entrances to this room are actually thin wood (or plaster) coverings over 4" thick steel. All of which will irrevocably close and lock one minute after the room is entered. There is no way out.

NOTE: Whenever damage is not indicated, consider the trap *fatal*. Also note that those traps that impale, strike, or otherwise, hit their victims have a 50% chance of doing a "Critical Hit" as well.

GROUND LEVEL



Room #1

Description & Treasure

The inner entry door is of solid iron and has a 4" x 6" drop bar as well as a "four key lock." The room is richly paneled in cherry wood and hanging from the silver gilt ceiling on a 5' polished copper chain is a 3' diameter crystal tiered chandelier. Both entry-way doors are closed but unlocked.

Guardians

There is a 10% chance of an ORC warrior being here each time the room is entered. The GM can decide on his "stats" beforehand. However, he will be in the process of leaving carrying a back pack with 350 C.P. inside.

Room #2**Description & Treasure**

This was a "ready guard room" and has bunks, weapons racks, table and chair, etc. for 12 men. There are six heavy crossbows (and 120 quarrels); and 6 eight foot spears in weapons racks on the east wall. Hidden in the straw mattress of one of the bunks is a small leather pouch with 17 G.S., 23 S.P. and 10 C.P. in it. On the table is a 6" tall painted plaster idol of the god "Set." Inside the idol is a small ruby worth 365 G.S.

Guardians

There is a 30' long, 30 HP Great Serpent coiled and hidden beneath the bunk next to the secret door, in the east wall. It will attack only if bothered or if the small idol of Set is taken or broken. Otherwise it simply watches everything that happens peacefully. See the Monster List for further stats.

Room #3**Description & Treasure**

A guard room the mirror image of room #2. However in here the table and one of the 4 chairs is overturned, and all the weapons have been knocked from the rack. There is no serpent.

Guardians

A mated pair of Dire Wolves have a lair here. See the monster list for their "stats." They are very aggressive and will immediately attack all who enter their room because there are a pair (both female) of 3 week old cubs to protect!

Room #4**Description & Treasure**

This was a huge "common room" where the troops ate their meals and spent their off-duty hours. There are nine 15'x3½' wood plank tables and a score of plank benches here. About half are overturned, and several are broken or badly smashed. The room is a mess and an Orc skeleton with a bashed-in skull (rotted tatters of leather armor) is half under a broken table in the center of the room. Rubbish is everywhere.

Guardians

Hiding in a spider silk "nest" under a pair of broken and overturned tables is a Giant Tarantula. See the monster list for its "stats". It hasn't eaten in 2 weeks and is *starved*, so it will leap out and attack whoever first approaches its hiding place near stair "A". There is a 10% chance the spider has gone down stair "A" to hunt in the basement/caverns.

Room #5**Description & Treasure**

This was a kitchen with ovens, roasting pits, stew pots, chopping blocks, food bins, etc. It is a total wreck with smears of long dried food,

excrement and filth everywhere. It smells like a garbage dump and scattered throughout are some nine (9) withered skeletal husks of the Tarantula's (in room 4) victims, including those of two Orcs, and two Goblins.

Guardians

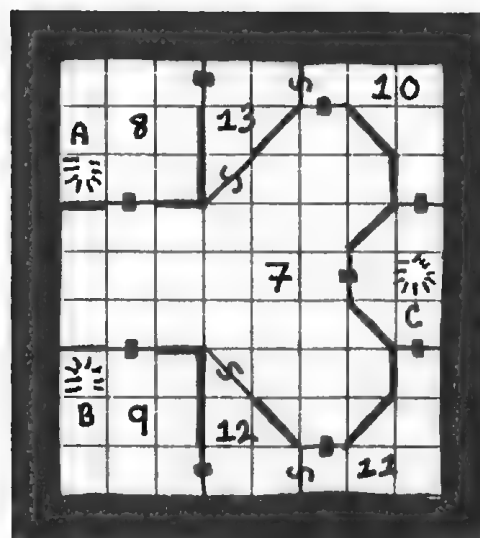
A third level Koboldling thief is hiding under a large copper pot in the south west corner (where the tarantula chased him). His name is Rizak and he knows about the "coin box" in room 28 on the 4th floor. He'll only tell someone about it as a last resort to insure his safety. The GM can decide on his Stats.

Room #6**Description & Treasure**

This was a store room, and is filled with wooden boxes and wicker baskets of food (long since ruined), blankets, axe, spear, and arrow heads, a dozen bronze round shields, pots, pans, and other such items. The GM can add or delete from this list as desired.

Guardians

No guards here.

FIRST FLOOR**Room #7****Description & Treasure**

This was the throne room, the huge, 7' tall throne of red carnelian sitting next to the west wall. This throne is carved all over in scenes of horrific demon worship and death. It sits on a 3' high stepped dias of yellow marble and the walls have rich purple drapes hung all round. Under the velvet seat cushion is a small "treasure vault," locked, containing 80 black pearls worth 25 G.S. each, 40 R.S., 160 G.S. and seven 10 lb. silver bars worth 16 G.S. each (112 G.S. total).

Guardians

There are four Uruk Hai in the throne room

looking for treasure. The leader, Goragg, is 4th level, wearing half plate, with round shield, and carries a battle axe. His three henchmen, Argakk, Morgakk, and Lashaag, are all 2nd level and are wearing full chain mail with round shields. Two have spiked maces and the third has a morning star. The leader has a pouch with 47 S.P., the other three have 30 S.P. between them. See the monster list for other "stats."

Room #8

Description & Treasure

This is a store room and stair well. In it are some 200 bags of grain of which about 30 have been eaten into by the horde of rats living here.

Guardians

Some 90 rats live here, each being a foot long, 1 HP, AC 8 and with DEX and AGIL of 17 each. They bite once per turn for 1 point each and will fiercely protect "their grain" from all intruders.

Room #9

Description & Treasure

This is a store room and stair well containing 30 huge 100 gallon wooden water kegs. The water is, of course, now stagnant and poisonous and most of the kegs are covered in yellow-green lichen and moss and are nearly rotten through. Any solid "bump" will cause the kegs to break open.

Guardians

No guards here.

Room #10

Description & Treasure

This was the armor makers shop and there are tools, tool benches and such like everywhere. There is also a complete set of Orcish half plate armor here as well as an Orc's chain mail short sleeve tunic (waist length).

Guardians

A pair of 2nd level Goblin thieves named Shugg and Vrexel are in here hiding from the Uruk Hai. Both are wearing chain mail and have a shortsword, dagger and light crossbow (20 quarrels each). One has a pouch of 17 S.P., the other has 12 S.P. See the monster list for other "stats."

Room #11

Description & Treasure

This was the weapon makers shop and has his tools and work benches, small furnace with bellows and such like all about. There are 3 iron daggers, 2 bronze scimitars and a fine steel 2 handed sword here, as well as forty iron quarrel heads and a crossbow without its "string."

Guardians

No guards here.

Room #12

This was the "wine room" and there are 145 bottles of it here. Most are still good but a few have turned to vinegar. One has become lethally poisonous. There are also five empty bottles!

Guardians

A thoroughly drunken 2nd level Orc is sitting here half asleep. His name is Dungwort, and is wearing leather armor and has a rusty scimitar in his lap. He also has a pouch of 48 C.P. in his pocket.

Room #13

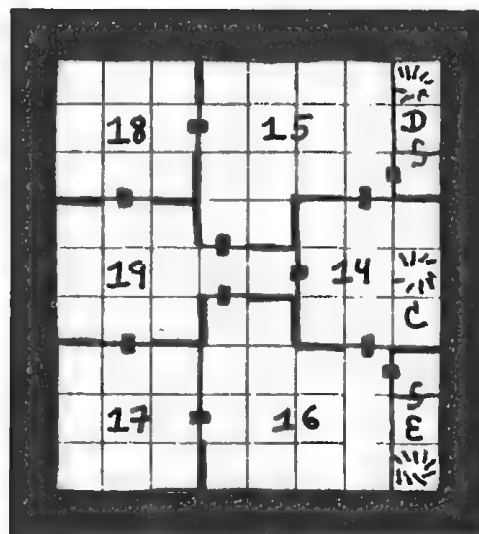
Description & Treasure

This was the "Ale Room" and a dozen 5 gallon kegs are stored here. Ten are still drinkable.

Guardians

No guards here.

Second Floor



Room #14

Description & Treasure

This was a guard room and stair well and is furnished with six wooden chairs and a table. There are also six bucklers and six short swords hung on the walls. An iron trap door closes up the stair way entrance and the Goblins packs are stacked on top of it. The packs are full of Goblin rations and gear.

Guardians

Four Goblins in studded leather with broadswords, bucklers and 2 light javelins each are sitting at the table dividing up 125 S.P. and 175 C.P. in 5 small bags. The leader, Orando is 3rd level, his three followers: Doonrah, Kherda and Vaskar are all 2nd level. The leader has a silver hilted, silver plated steel boot knife. All have DEX and AGIL of 13 each except Orando who's 15 each. See the Monster List for further stats.

Room #15 & 16**Description & Treasure**

These were barracks with bunks, chairs, tables, etc. for 18 men in each one. In a foot locker in room 16 is a "false bottom" inside of which is a black velvet pouch with a 8" high blue crystal icon of "BOREAS" god of the winds. This is valued at 504 G.S. However,, a spring-loaded poison needle protects the secret latch (40 points of poison).

Guardians

In room 16 is a sleeping Cave Bear (see the Monster list for "stats"). He will only wake up if bothered or on a die roll of 9 or 10 on a D10 if there is someone in the room. (Roll each melee round). He will be angry at being awakened.

Room #17**Description & Treasure**

This was a prison cell for captives and both entry doors are solid iron, 4" thick. It is bare throughout and both doors are locked. Through the "peep holes" in them, a viewer can see the skeletons of three people (who starved to death over 500 years ago.) One of them has a gold ring that allows the wearer to become invisible for one hour daily. The ring is *not* visible from the peep holes because the owner hid it in his mouth when he was caught.

Guardians

No guards here.

Room #18**Description & Treasure**

This was the "Torture Chamber" and has such horrible implements as "the Iron Maiden"; "the rack" and other nasty things. There are the skeletons of two Dwarf prisoners who were tortured to death here. There is no treasure here but many interesting implements may be had depending on the GM's imagination.

Guardians

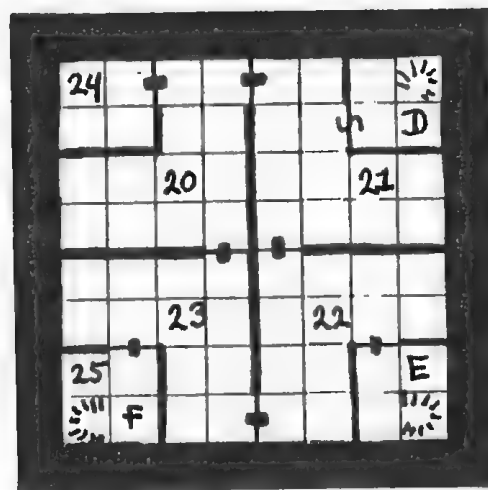
No guards here.

Room #19**Description & Treasure**

This was where the evil mage once kept his "pet" TROLL. Once his master died the TROLL freed himself and now only returns here to sleep. He has amassed six large bags of coins (each holding 300 coins). Five hold silver, one holds gold. He also has a crystal ball hidden under the pile of moldy straw he uses for a bed.

Guardians

There is a 50% chance the Troll "Gurgog" will be here (and if he is it's a 30% chance he'll be awake). If he's not here there is a 20% chance each minute people are in this room that he will return. See the Monster List for more stats.

THIRD FLOOR**Room #20****Description & Treasure**

This was a barracks that housed 16 Orcs, and has all the usual stuff - bunk beds, foot lockers, etc. In one foot locker is a small bag of 40 S.P. Also there is a carved bone whistle of piercing note (loud!).

Guardians

A Ghoul (see monster list for "stats") is here eating what's left of the rotted, 10 day old remains of a Goblin. His name is "Black Durnin" and is insane! He has a silver ring of 100% fire resistance on his little finger. You can't burn him.

Room #21**Description & Treasure**

This was a Goblin Barracks outfitted for 18 Goblins. No treasure, no surprises.

Guardians

No guards here.

Room #22**Description & Treasure**

Another barracks, but outfitted for a dozen Uruk Hai. All of the foot lockers here are of thick (1") bronze and have sturdy locks. In each of the 12 there is an identical pay pouch containing 3 gold coins and 15 silver ones. However in one there is also a map to the *entire tower!* Also here is the enchanted broadsword "Dark Moon." It is plus 2 to attack and does 2 points extra damage per hit. The person using it may also see in the dark like an Elf (while the sword is in hand). Its scabbard is black velvet-covered silver and has 20 small emeralds encrusting it worth 1,100 G.S. total. The sword is laying on the *top* bunk of the two bunks nearest the door to stairway "E".

Guardians

Living here now is the Gargoyle "Thagg." He is sitting on the top bunk next to the sword "Dark Moon," thinking about what to do with it. He does not like people much, in fact he's eaten a few in his 1000 year long life! Due to his deep concentration there is a 20% chance of surprising him if the entry doors are opened quietly. See the Monster List for his stats.

Room #23**Description & Treasure**

Another barracks (this one set up for 16 Half-Orc warriors) with nothing of real value.

Guardians

No guards here.

Room #24**Description & Treasure**

This was an armory and the following weapons are stored here: 8 shortbows; 8 composite bows; 12 scimitars (good steel); 12 iron daggers; 9 solid bronze, spiked maces; 13 oak & iron 8' shields; 10 iron double-headed battle axes; 400 arrows; 10 bronze helmets (with nose guards).

Guardians

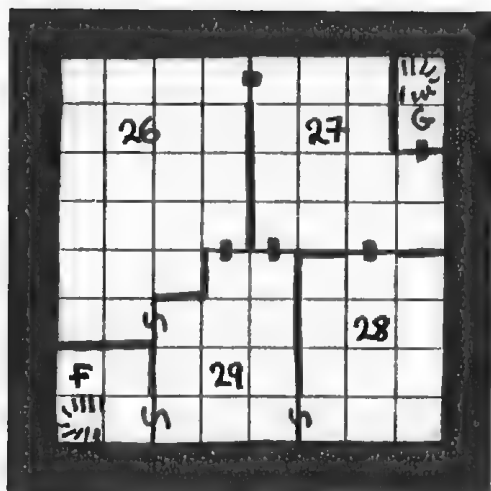
No guards here.

Room #25**Description & Treasure**

This is a stair well, but has walls covered with gory murals of slaughter, murder and war, showing Orcs, Goblins, Trolls, etc. killing men, Elves, Dwarves and such like.

Guardians

There is a 20% chance that three Orc warriors in chain mail with round shields, carrying scimitars are here. See monster list for "stats."

FOURTH FLOOR**Room #26****Description & Treasure**

This was the "Harem" of the evil mage. The floor, ceiling, and walls are covered in expensive multi-colored silk hangings, cushions, rugs and such like. There are four large (4½'x3½'x3' high) brass bound oak chests along the south wall. Each has a sturdy bronze lock. Inside each are numerous bottles, jars and containers of rare perfume, incense, body oils and cosmetics. If all 170 pounds of this paraphenalia were sold it would bring about 2,000 G.S.! Also in one chest is a hidden compartment (not trapped) with an enchanted amulet of silver (shaped like a grinning skull, 2" around with tiny ruby eyes). The amulet gives the wearer six extra *strength* points while worn! If this brings the character to more than a 20 STR, then every point over 20 is added to the wearer's CON.

Guardians

A *Wraith* is within this room (see monster list for "stats"), inside the chest containing the enchanted amulet. It is the angry spirit of a young girl cruelly tortured and driven insane before being murdered. She will attempt to kill all males she encounters but will only *drive away* females she meets, wailing and moaning the entire while.

Room #27**Description & Treasure**

This was a barracks for three Ogres. The room is in disarray and smells bad (like old sweat socks). The table and chairs, etc. are built for beings over 8' tall. In the north east corner is a very large sack containing 1,180 copper coins. There is a cooking area on the floor and several piles of semi-edible Koboldling food and other gear scattered about the room.

Guardians

Five *Koboldlings*, all 1st level except their 3rd level leader are encamped here. All have bronze daggers, iron nail studded cudgels and the leader has a short bow and 15 arrows. They know about the *Wraith* in room 26 and are deathly afraid of going in there. Their names are: Braggi, Lok, Verl, Sned, and Suggs. See the Monster List for further stats.

Room #28**Description & Treasure**

This was another kitchen, in better shape than the one below, however it is still a mess.

Guardians

No guards here.

Room #29**Description & Treasure**

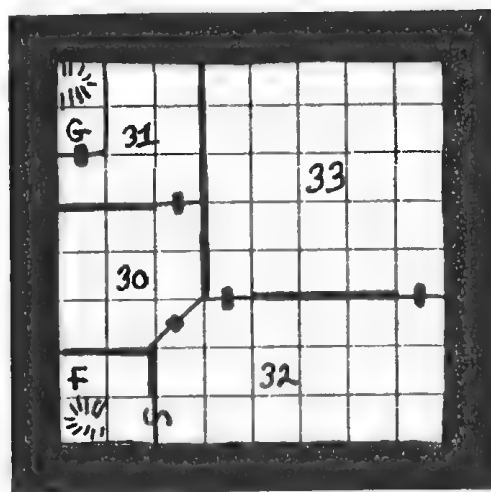
This was a "meeting room" and has a 20'x5' beautifully carved and polished oak table in the

center with a dozen matching chairs. There are 3 large, 13 canded, candle holders on the table of solid silver and worth 20 G.S. each.

Guardians

No guards here.

FIFTH (TOP) FLOOR



Room #30

Description & Treasure

This room is where an ancient MEDUSA sleeps and lives. It is full of well-kept and beautiful furniture, bed, etc. all of the most expensive furs, silks and satins. The furs alone are worth 800 G.S.. On her dresser (there's no mirror) is a beautifully wrought silver box (worth 18 G.S.) Inside it are 31 assorted gems valued at 1,850 G.S.. Hidden in a secret compartment in the dresser's bottom drawer is a black jade ring carved with mystik runes. The wearer of this ring can *never* be paralyzed, mesmerized or turned to stone. It is called "Night Finger" and once belonged to the evil mage of the tower from whom the Medusa stole it. She has hidden away all of the scrolls of the long dead mage inside her feather mattress. Note: The GM should make each of the 7 scrolls have but a single 3rd or 4th order spell on it, each scroll usable *twice*. Finally, she has hidden the "Great Book of Spells" of the ancient mage under the rug on the floor in a hidden floor compartment. The silver key to its lock is in the pocket of her robe.

Guardians

The 4,000 year old Medusa "Euryale", an old "friend" and ally of the dread mage of legend. This foul female delights in the new creatures that have come to live in the tower, fearing none of them, and in fact leaving most of them alone so they can act as "watch dogs." She sits in royal comfort and dreams of past glory, content to "sit for a century or two and watch the world go by."

She wears blood red velvet robes and has a jeweled ring on each finger (8 in all) worth a total of 1,310 G.S. An amethyst and gold necklace worth 1,025 G.S. is around her neck. Although not a mage she has learned to use the spell "Mind Seek." She can do so three times each day. She eats the hearts of men. The Gargoyle sometimes visits her and if it *was not* in its normal room below, then *it is here*. They are old "friends." She has the stoned body of an Elf adventurer in the room that she uses as a clothes rack.

Room #31

Description & Treasure

This was a guard room for about a half dozen zombies, however when their master died, they simply lay down and decomposed. All that's left are their skeletons, tattered chain mail and rusted weaponry. Each has a 50 G.S. black opal in its mouth.

Guardians

The Medusa has *locked* a Black Lion in here to watch the door to the stairs. The Lion (see its "stats" in the monster list) is fed, but only infrequently so it is *always* hungry and irritated.

Room #32

Description & Treasure

This was the mages own living quarters and is very luxuriously decorated. It has, however, been ransacked and stripped of a lot of its furnishings to outfit the Medusa's room. There are "no treasures" here but much of interest and curiosity. (The GM *can* put treasure here if desired). The ceiling, walls and floor are covered in Black Silk Hangings.

Guardians

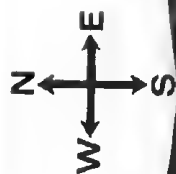
A huge Vampire bat nests here and enters and leaves through a secret ceiling hatch it has learned to manipulate with its claws. It is hidden in the folds of the ceiling hangings and will swoop to attack all who enter the room. It is gone during the hours of darkness, returning at dawn.

Room #33

Description & Treasure

This was the mages laboratory and work shop and there are tables covered with his gear everywhere. Amongst the vials, bottles, flasks and other containers are the following potions: one hour "invisibility" potion, two doses; one day "total protection from all fire" one dose; one dose of "Breathing Under Water" for two hours; three doses of "Elven Night Vision" for one day; a single dose of a potion that will *permanently* add 3 to the drinker's INT. The GM can ad lib any other treasure if he desires. Suggested items would be a staff and/or rod or wand, and perhaps an overlooked scroll.

THE CAVERNS



KEY



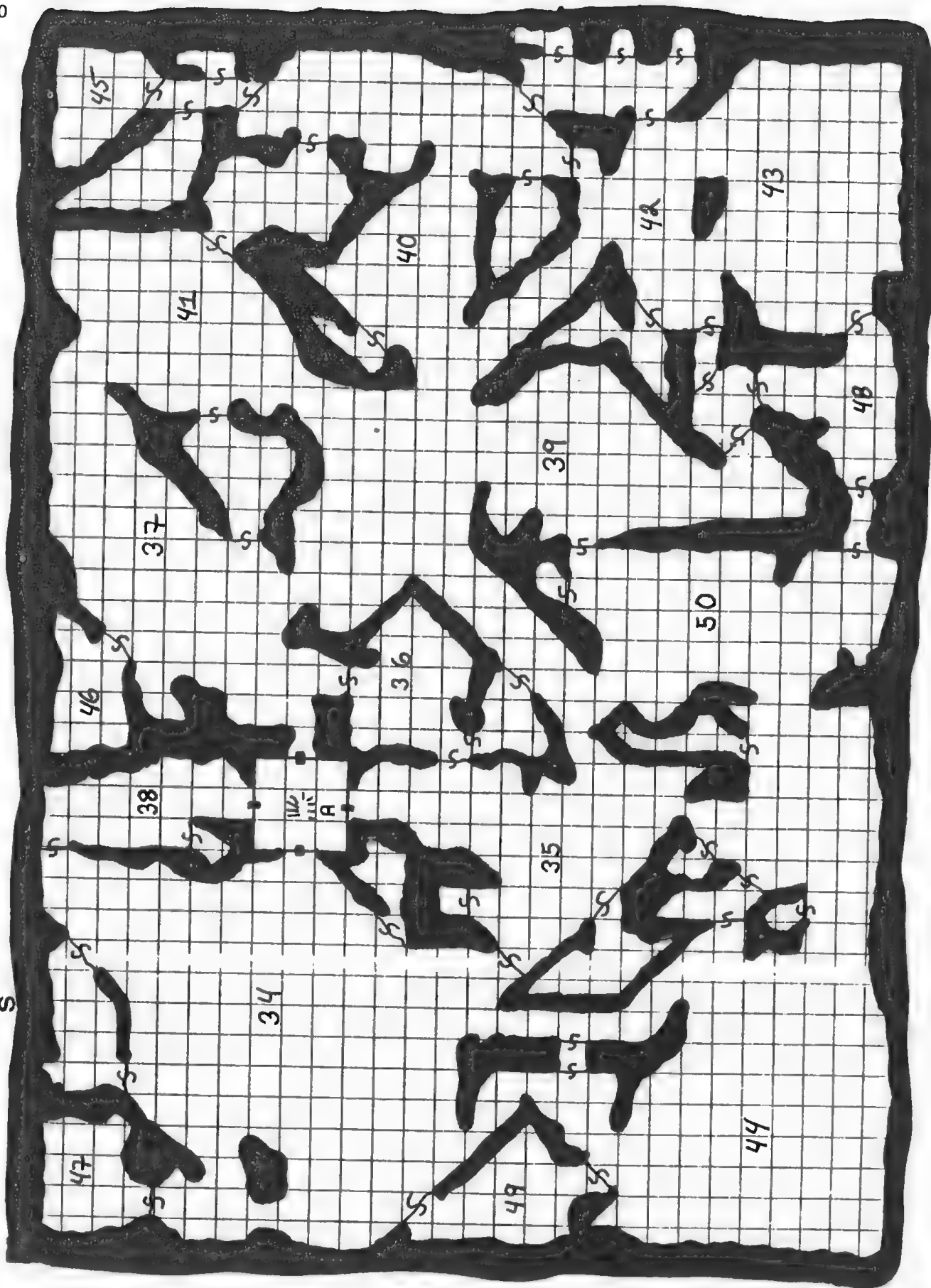
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Indicates a stairway, usually of iron and spiraling around a central bronze pole to which the 15" by 5" steps are affixed. To determine where the stairs lead to simply match their letter designations.



Guardians

The "guardian" of this room is a magikal trap. Three minutes after the room is entered a 100 point lightning strike will randomly hit one of the intruders. One melee round later one of the monsters/guardians in the tower is instantaneously transported into the room. This will happen 3 consecutive times or until no monsters are left in the tower. It *will not* transport creatures from the cavern. Also the GM can set up other magikal "booby traps" if he feels they are necessary.

THE CAVERNS

Room #34

Description & Treasure

This large open area has a kind of sandy floor with about a dozen shallow pools of water (the largest being 30'x18' and 4' deep and roughly dead center in the area).

Guardians

Three 3rd level swamp Saurigs are laying submerged in the large pool. They are unarmored but have tridents and 10' square weighted nets. Only their nostrils show above the surface and they look like rocks. See Monster List for stats.

Room #35

Description & Treasure

There are several floor to ceiling "pillars" where stalactites and stalagmites have "grown together" forming a kind of stone forest. No water is pooled here, but the ceiling still drips a little and water trickles down the pillars.

Guardians

There are a dozen Goblins camped here. Six 1st levels in banded leather armor with bucklers, daggers and small battle axes. Five are 2nd level, wearing chain mail, have round shields and carry 6' spears and short swords. The leader is 3rd level, in half-plate armor and uses a 2 handed sword. Between them the 11 underlings have 48 S.P. and 42 C.P. The leader has a pouch with 15 G.S. in it. See Monster List for further stats.

Room #44*

Description & Treasure

The area is dry but very rocky. All of the hanging stalactites have been snapped off and lay shattered on the ground. There is a tunnel on the west wall that leads out of the cavern some mile from the tower. This is the dragon's entrance and exit. It is 30' wide by 20' tall.

Guardians

A young Red Dragon lairs here. His name is "Sleerath" and he is 45 HP and has stats as listed in the monster list. When he is laying down, head and tail curled in, with wings furled he can be mistaken for a large rock 95% of the time. His treasure is buried in the ground under where he lays. It consists of 600 G.S. 1600 S.P. and the enchanted spear "Orc Slayer." It has "adds" for its attack and damage being plus three to strike and doing 4 points extra damage each time. Also, any Orc or Uruk Hai it hits *must* save versus spoken spells or die! The spear is buried under the coins, but is wrapped in an old red wool blanket.

Room #45

Description & Treasure

The area is littered with the shreds and tatters (and splintered bones) of its numerous past victims. The room was apparently an old secret storehouse that was never used much. However in the north east corner is a 5' iron cube like chest with a double key lock. Inside is a complete suit of enchanted chainmail of a size to fit most Elves (or slender humans). This mail *adds four* (+4) to the wearer's armor class.

Guardians

A Giant Scorpion lairs here that has learned how to open and close the secret door. (see the "stats" in the monster list). It can feel the vibrations in the ground as people pass within 10' of the door. When it does, it opens the door and rushes out in a surprise attack.

*The areas 36 through 43 are not keyed to allow the GM a chance to practice doing this himself. We do suggest that only half of those eight areas be keyed by the GM (the other half simply being described) so that there won't be a "monster behind every rock."

A GLOSSARY OF TERMS FOR THE BASIC ADVENTURER

WEAPONS



BASTARD SWORD (Hand and a Half Sword): This weapon is only a bit larger than the standard broadsword, but has a hilt/handle that is nearly long enough for a two-handed grip (for use in guiding the weapon blows).

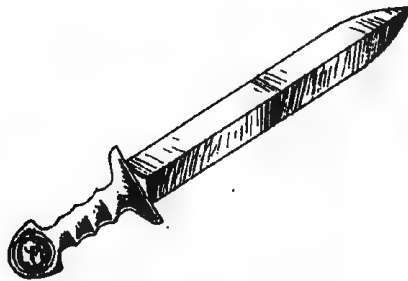


BATTLE AXE: Any large cutting/impact weapon with "chopping edges." They come in varied and different types:

Double Bladed Broad Axe: A medium hafted weapon with two opposing crescent edged blades, that sometimes has a small upright spike between them.

Single Bladed Great Axe: A longer, sometimes metal reinforced haft, with a single large, but less curved blade than above. It frequently has both an upright spike and one horizontally opposite the blade.

Taper Axe: This weapon has a long haft, and a much smaller, (but highly curved) cutting edge than those above. It almost never has any counterweighting spikes or knob.



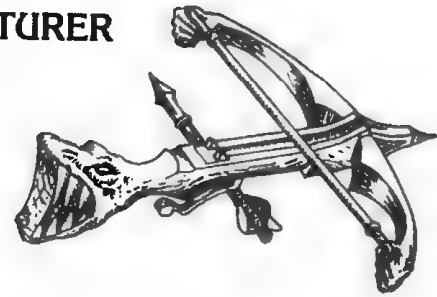
BROADSWORD: The "standard" weapon of most warriors. It denotes any straight, medium width, bladed weapon with a double edge. There are too many varieties to list here, but most people have seen at least two or three versions in the television and movie portrayals of such things as "King Arthur" and the like.



COMMON SLING: A strip of leather (usually) with a thumb loop on one end and a "pocket" near the center. Lead shot (or a stone) is put in the pocket and the whole weapon whirled around the users head. The arm is suddenly pointed towards the target and the unlooped end of the sling is released, snapping the missile out with considerable velocity. Historians state that good slingers usually outranged short bows.



COMPOSITE BOW: About the same size as the short bow, but is built of dozens of layers of horn, wood and other springy materials, all glued and pressure molded together. Much more powerful than the short bow and capable of ranging out to 300 yards or more. About 3½ feet tall.



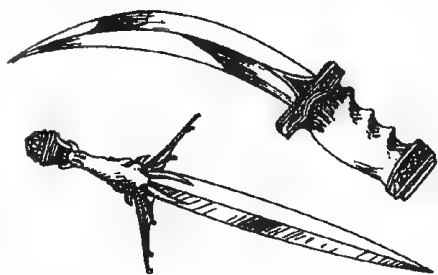
CROSS BOW: This is usually a metal bow mounted horizontally on a wooden gun stock-like affair, that shoots a short "rocket shaped" missile called a "bolt" or "quarrel." It comes in two basic types:

Light Crossbow: This weapon has a loop or stirrup-like affair in its nose, so that the weapon can be held pointing downward with the users foot placed in said loop, and then the weapon is re-cocked by hand, or with a small lever called, strangely enough, a "Goats Foot."

Heavy Crossbow: It is simply a larger and heavier version of the bow described above. The main difference being that the weapon requires strength much greater than the average man to re-cock, so the user inserts his foot as above, then attaches a crank and lever-like affair called a Cranequin, which is used to crank the weapon back. It can be seen from the description that these types of weapons have only about a third of the rate of fire as do their "lighter" cousins. However their punch is so great that at close range a bolt from one of these can pass right through a large shield and completely through the full plate armored Knight behind the shield!

In either case, light or heavy, most crossbows outranged all other "bow-type" weapons with the exception of the "long bow."

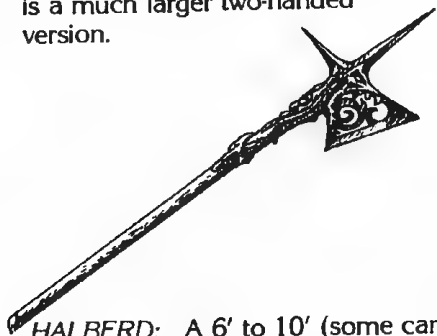
CUDGEL/BLUDGEON: A large, heavy piece of wood that is frequently studded with metal spikes or banded with metal as reinforcing (to prevent splintering).



DAGGER: This designation encompasses many varied and different types of the same general kind of weapon. For game purposes consider it any longbladed (5" to 14" long) and pointed knife-like weapon. The blades were usually tapered to a point much smaller than their base, to facilitate their penetrating the chinks in an opponents armor.



FLAIL: This weapon is derived from the farmer's "thresher" and is a short to medium shafted weapon with a single large metal bar (which can be spiked) attached by a *very short* metal chain. The "Great Flail" is a much larger two-handed version.



HALBERD: A 6' to 10' (some can be longer) pole with an axe-like cutting edge on one side, a short spike on the opposite side (both horizontal/perpendicular to the pole) with a much longer vertical spike in between.



JAVELIN (Heavy or Light): A balanced, pointed spear-like weapon designed for throwing.

LONG BOW: The largest of the self bows, standing 5' to 7' tall, built usually of one single piece of yew wood. Utilizing an arrow sometimes nearly twice the length of other bows, it can range out to more than 400 yards. History states that long bows could go through both sides of a knight and *nail him to his horse!*

LONG SPEAR: A 7' to 10' version of the short spear (not throwable).



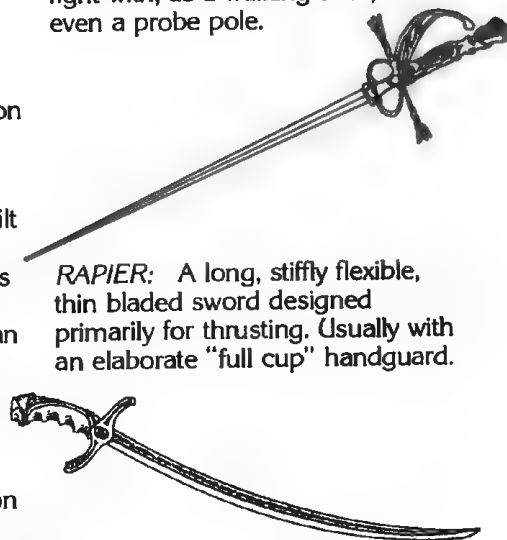
MACE: This is a medium hafted weapon with either a stone or metal "head" (most of which are either spiked, knobby or flanged), of a generally rounded shape.

MAUL: This is simply a larger, two-handed version of the mace.

MORNING STAR: A short hafted weapon with a metal chain (longer by half than the haft) with either a single large spiked ball or two or three much smaller ones (two or three lighter chains in this case) on the end.

PIKE: An even larger version of the Standard Spear, usually about 12' long but can range up to 18' or even 22' in length!

QUARTER STAFF: A long (6' to 7') stout, wooden pole, sometimes metal-capped at the ends. Used to fight with, as a walking stick, or even a probe pole.



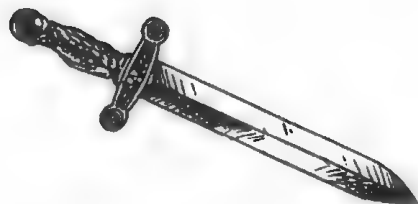
RAPIER: A long, stiffly flexible, thin bladed sword designed primarily for thrusting. Usually with an elaborate "full cup" handguard.

SCIMITAR: A long, single edged, curved sword used mostly for slashing. A saber is similar but is heavier and has a less curved blade. Both can have plain or elaborate handguards.

SHORT BOW: The smallest of the "self operated" bows. It has a range of about two hundred yards. Build of one solid piece of wood. 30" tall.

SHORT (or Standard) SPEAR: A 5' to 6' wooden pole with a metal stabbing point/blade at the end. May be thrown but with less range and effect than a Javelin.

NOTE: All bow ranges are maximums, *effective* ranges being about half that.

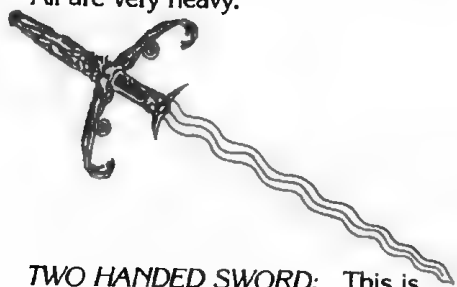


SHORT SWORD: This denotes any weapon shorter than a standard broadsword yet longer than a knife/dagger. It is of normal, double edged sword blade width and has a full sized handle or haft. The Roman "Gladius" is a classic example of this kind of weapon.

THROWING KNIFE: This is usually an all metal weapon with a leaf-shaped blade that is considerably larger than the small handle or haft (which may or may not be wrapped in thin leather or cloth). Blade length seldom exceeds 5" to 8".



TWO HANDED BATTLE AXE: Simply a much larger version of the Battle Axes previously described, meant to be wielded with two hands. Some of these weapons are as tall as the person that uses it. All are very heavy.



TWO HANDED SWORD: This is the classic "Great Sword" wielded with both hands. In general shape it resembles the standard broadsword but can be as long as 6' from point to pommel (most were about 4½' to 5' long in total). It is hard to work with in close quarters but it's impact and devastating effect on those it hits is virtually unsurpassed.

WAR HAMMER: This medium hafted weapon has a stone or metal "head" that can be clawed, rounded, square or whatever, and usually with a small spike to the opposite end. There are also large, two-handed versions.

ARMOR

ARMING DOUBLET (Padded or Quilted Cloth Armor): A complete body covering when used as armor, but usually a sleeveless, waist-length garment worn under heavier armor as padding (as an Arming Doublet). Sometimes of silk, but most often it is raw cotton sewn into cotton cloth stitched double thick. It can also refer to thick, single layer canvas armor.

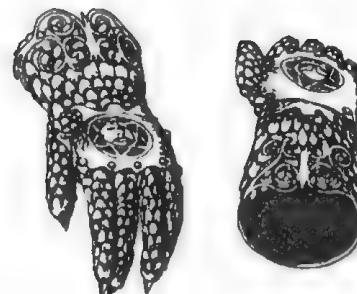
CHAIN MAIL: Complex, joined rings and/or metal chains in a full body covering. An arming doublet is usually worn underneath as padding, and an attached mail coif is worn under whatever cap or helmet is worn. The most mobile of the "heavy" armors.



FULL HELM: Complete head, neck and face protection. Usually of iron or steel, some also have plumes, crests or other *break-away* ornaments. The face covering is sometimes hinged or bifurcated so as to swing out of the way. A standard iron cap is usually worn underneath and supports a leather or rope "coif" that supports the helm.



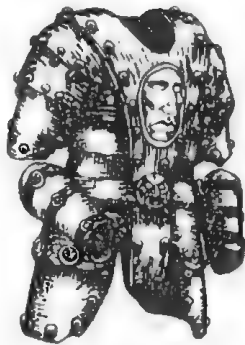
FULL PLATE ARMOR: The "classical" knight's armor, mostly solid metal pieces, un-articulated except at the joints. Full helm, arming doublet (and sometimes a light chain mail shirt) is worn underneath. Hot and not very mobile, but darn good protection.



GAUNTLET: Heavy leather gloves with reinforced backs (either by adding metal studs, chainlinks, scales or articulate metal straps). Usually comes as part of a set of complete armor.

HALF PLATE ARMOR: Like it says, about half the armor (breast, back plates, gorget, greaves, full helm, etc.) is of metal plate. The rest is chain mail.

IRON CAP: A simple iron (or other metal) cap that protects only the crown and back of the wearer's head. It can have a nose guard but usually doesn't. It has a padded lining.



LEATHER ARMOR: A complete body covering (resembles an overcoat with no belt or front buttons) of either double/triple layered "soft" leather or thick, single "hardened" (boiled) leather.



SCALE ARMOR: Bone, horn or metal scales, overlapping on a complete body covering of cloth, light leather, or canvas.

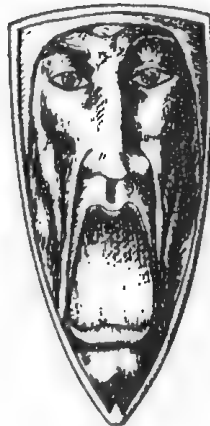
SMALL SHIELD (Buckler or Targ): A small (usually 12" in diameter or so) slightly conical shield. Usually held in a one handed, centered grip, at arm's length to *deflect* rather than block incoming blows.



STANDARD HELMET: A metal helmet, open faced, that protects the crown, back of head, back of neck, has a nose guard and sometimes has cheek protection. It has a padded lining.

STANDARD SHIELD (Heater or Round): The classic shield of the "King Arthur" movies. Usually carried by mid arm and hand straps.

STUDDED (Banded/Brigantine) ARMOR: Leather armor as previously explained, reinforced by metal scales, studs, bands/splints or rings. Either sewn directly onto or in between two layers.



TOWER SHIELD (Kite or Wall Shield): A large shield of varied shape (from Roman half cylinders to Norman triangles) that usually cover the carrier from just below the chin to somewhere down around the mid-calf. Fairly heavy.

ABBREVIATIONS

	Full Name	Page
AC	Armor Class	12
AF	Attack Factor	20
AGIL	Agility	12
CF	Coordination Factor	61
CHAR	Charisma	12
CON	Constitution	12
CP	Copper Penny	16
D10	10 sided die (1-10)	11
D20	20 sided die (1-20)	11
DEX	Dexterity	12
DF	Defense Factor	20
EL	Experience Level	12
FRP	Fantasy Role-Playing	4
GM	Gamemaster	6
GP	Gold Piece	16
GS	Gold Sovereign	16
HP	Hit Points	12
INT	Intelligence	12
MS	Copper Minums	16
RS	Royal Sovereign	16
SP	Silver Piece	16
SR	Saving Roll	26
STR	Strength	12
WIS	Wisdom	12

XII

Arduin Character Sheet

ARDUIN CHARACTER SHEET

Player's Name		Character's Name				Race				Class			
		Jothar Silversword				Human				Warrior			
Alignment	Level (EL)	AC	ADJ DEX	HIT PTS	DF	Age	Life Span	Sex	Social Status	Religion			
Neutral-Good	1st	8	15	35	8+3	18	100	M	Orphan	none			
Physical Description	Height	Weight	Eyes	Hair	Strength	Con'st.	Agility	Dexterity	Int.	Wisdom	Char	Ego	
Tall, wirey but well built. Long shoulder length hair tied in a single braid. Tanned and a bit "weathered" in complexion.	6'1"	155	Grey	Black	14	15	13	16	14	10	12	12	
Scars & Birthmarks	Mechanical Ability		Coordination Factor		Mana		Experience Points						
4" crescent moon scar on left leg	minimal		13.5**		none								
Guild Status	Parents Rank		Nationality		Hits Taken								
none	unknown		Arduinian										
Current Residence	Swimming		Heirs										
Talismonde, Arduin	not learned		unknown										
Wealth	Best Friend		Special Training		Favorite Weapon		Favorite Food		Favorite Drink				
8 S.P.	Tirion del Wanderstar (woods elf)		Elven Long Bow Trained (+2 to combat)		Long Bow		Roast Venison		Honey Beer				
Special Abilities	Item		Weight		Where Carried		Known Spells						
Detect ambush at 20% chance. Has learned elven woods craft.	Iron Cap		1½ lb		worn		Not Applicable						
	Arming Doublet		6 lb		worn								
	Archer's gauntlets		2 lb		worn								
	Basic coat, pants, boots		5½ lb		worn								
	Bed roll		3 lb		on back								
	Mess kit		¾ lb		in pack								
	Standard back pack*		2½ lb		on back								
	1 weeks iron rations		3 lb		in pack								
	2 quart water skin*		1 lb		left side								
	Flint and steel		½ lb		in pack								
	Long bow		3½ lb		left side								
	Quiver		1½ lb		slung rt.								
	3 spare bowstrings		nil		in pack								
	20 "long" arrows		2 lb		in quiver								
	Iron daggers		1 lb		left boot								
	Iron daggers		1 lb		right hip								
Known Languages							Magical Items Owned						
Low elven and Arduinian							None						
Origin & Personal History													
Found wandering in Misty Moon Forest at age 3 by a band of Wood Elves. Raised in the Elven Way for 15 years. He now resides in the city Talismonde, where he has come to seek employment and companions for adventure.													
	* Empty weight												
	**If used												
	Weight Allowance		Total Weight										
	75 lbs.		34 lbs										

MOUNT

Name: None

Type:

AC:

Coloring:

HP:

DF:

STR:

DEX:

Temperament

AGIL:

Cons:

Stamina:

Age:

MOVEMENT

ARMOUR:

w/out Arm:

Air:

Water:

ARMOUR WORN

Awake:

Asleep:

NOTES:

Ambidexterous by training, Jothar none the less is still a "lefty" and carries his gear accordingly. Excellent tracker (in woods) and hunter.

WORLD NAME

Arduin

CHARACTER SHEET ANALYSIS



Using the filled out character sheet as an example, some basic facts become readily apparent:



1—

Jothar's Armor Class (AC) is effected by the Arming Doublet he wears (the doublet being the rough equivalent of "Quilted Cloth Armor"). It raises his AC to 8, but subtracts (1) from both his natural dexterity and agility. Hence his defense factor is "8+3". (Note: without the doublet, Jothar would have a DF of 9+5). If the optional Coordination Factor is being used, Jothar's CF would be 13.5 (14.5 without the doublet). A DF of "8+3" means that when Jothar is attacked, you look up the attacking weapons ability to hit AC 8, then add 3 to that number (i.e. a mace would need $4+3=7$ to hit).

2—

Jothar has no formal religious training, hence no religion (yet). Being raised by elves, he would probably have acquired their natural "reverence" for growing things and life in general.

3—

His wealth reflects expenditures for the equipment, clothing and other gear he owns. What little he has left is just enough for 8 days/nights at a not very expensive inn (with one meal daily). Jothar had better find employment soon.

4—

The area for "Experience" is left blank because he has yet to undertake his first adventure and not earned any.

5—

As you can see from his Character Sheet, Jothar is an orphan, athletic, an excellent archer (+2 to his AF), likes honey bear venison, can't swim worth a darn and knows a lot about elves and elven ways (a rare thing for humans). Quite a lot of information to start with, but still only an outline. As he gains experience, Jothar's character will "flesh out". You will add to his likes, dislikes, friends (and enemies), knowledge and training. Jothar will rapidly develop his own unique "personality", which is the key element in "role-playing". Remember! You are the character, so role-play your way to adventure!

6—

Note that many of the boxes on the Character Sheet are only temporary, so use pencil to fill them out. AC, Adj Dex, DF, CF, Wealth and possessions are all subject to change during a series of adventures. Items such as appearance, favorite things, friends, status, religion, etc are semi-permanent. They can be changed, but only rarely. Others, like history, special abilities, training, and character "stats" (Str, Int, etc.) are permanent, though some can be added to.

Additional Overland/Special Encounter Monsters

These monsters are given to help you expand your game play and to show you some of the wide diversity available to the GM. Each has been chosen especially to "trigger" your imagination into certain areas, so that you can then "build" your own creatures. It's not hard, so read on, then create away!

FAERIES

Another of the old myths that have gotten confused and twisted in their ages of re-telling. Faeries are *not* elves, nor are they related to them. They are very small, but very magikal beings, some 12" to 18" tall. They *do* resemble tiny elves, but also have what appear to be a pair of diaphanous rainbow hued wings (like a dragonfly's). For game purposes, consider them 15 HP, with an average DEX and AGIL of 18 each. Their natural AC of 5 is due to their magikal nature. While in flight, they get a +4 bonus to their DF. Consider every Faerie as a 4th EL mage. In every group of five Faeries will be one 8th EL mage. These secretive, but mischevious beings can live as long as 1,000 years, but 600 is a general average. They greatly dislike humans and any others not of their kind. The sole exception being Hobbits, for whom they hold a special affection. They excel in vexing and pestering dogs and cats (the latter of which has been known to hunt them). They generally make life miserable for any trespassers in their forest domain, playing magikal and other tricks until the invaders flee in disgust.

GIANTS

These creatures are probably the most common of all mythological monsters, yet the least understood. They are *not* simply oversized humans, but are an entirely different race descended from the Gods and Demi-gods of Old. For game purposes, the GM should vary them in size from a little larger and stronger than Ogres to about twice Ogre size/power. Most giants are no more vicious or war-like than humans. However, due to their "fearsome aspect", they have been feared and attacked so often that they generally avoid contact with humans if possible. Their power and size alone would make them terrible opponents, but they are also very agile (DEX and AGIL ranging from 14 to 18 each), and oft times wear armor. They have a "natural" AC of 5. They come in four basic types: MOUNTAIN or KRAG GIANTS; FOREST GIANTS; DESERT or DUNE GIANTS and SEA GIANTS.

HYDRA

This serpentine, multi-headed horror is a classic monster from the pages of mythology. Usually under the control of some great Mage, they are varying shades of green, with yellow-gold underbellies and ruby red eyes. They can have from three to thirteen heads and are 10 HP in size per head (plus an additional 5 HP each three heads). They are 15' long for every 4 heads (thus a 9 headed Hydra is 45' long and 105HP). Each head can bite for D10 points and *all* heads attack each turn until slain. Hydras have a natural AC of 5 and are even rarer than dragons. Those with more than 7 heads are practically never seen. They have a DEX and AGIL of 14 each, and are abysmally stupid.

MINOTAUR

A hulking terror from the dim legends of the past, this ferocious bull-headed giant is the epitome of blind, destroying fury. Standing nearly 9' tall and with the strength of 6 men, this creature is definitely one to avoid. It has a natural AC of 6, and fights one of three ways: a bellowing, head down charge with its two goring horns (8 points damage each), a stomping kick (for 10 points) or a swing with its 8' tall double bladed, two-handed axe (doing normal axe damage plus 10 points for his giant strength). *Remember:* these creatures attack all they meet and eat all they slay! Their DEX and AGIL averages 12 each and they are normally 60 HP in size. Though very stupid and cumbersome looking, they are actually cunning and very agile.

TITANS

Although appearing like the more "normal" Giant kind, these beings are actually the racial type that bridges the gap between Giant and Gods. They are sometimes erroneously referred to as "STORM GIANTS", but are a separate and distinct race. Varying in size from that of the largest giants to even 50% greater in size/power, these wise, but cruel blue-skinned beings are seldom seen by men. They live only in the far polar reaches or atop the highest mountains. There they experiment with their arcane knowledge and dream of the future when they will one day war against the Gods to win their rightful place among them. They have a natural AC of 4 and have DEX's and AGIL's averaging 15 each. *ALL* are 5th EL Mages or higher.

SLIMES, OOZES AND OTHER YUCKY THINGS

This class of creature is typified by the old movie "The Blob" and covers everything from giant amoebas to super viruses. All are shapeless, flowing, enveloping horrors that dissolve or absorb their victims (sometimes after paralyzing them). Most are impervious to chops, cuts, bashes and other impacts (like mud puddles are to rocks) and are relatively slow moving. The GM can run the full gamut from fireproof ones to others made of liquid metal (mercury) and give them whatever horrendous attributes desired. Remember though, they are *not* common and usually only found in some dark subterranean cavern or in some dead mage's tomb. Used sparingly, they will add a creepy and scary aspect to your game (many times the only sure defense against these monsters is to run).

MAGIKAL ARTIFACTS AND TREASURES

These magikal items have been included for the same reason as the monsters: to inspire you to invent your own. The more of yourself you put into the game, the more enjoyable it will become. After all, this game is one of imagination and fantasy. We only provide the framework on which to build.

BONE BRACERS

These plain iron or bronze wrist bands/guards are fairly rare, but widely known (in local legends). They imbue the wearer with double, triple or even quadruple strength and power (but do not alter the physical appearance). This power is *not* usually operating at all times, but may be "called forth" for short periods of time (usually no more than one hour per day). GM's should note that human flesh is still human flesh. Even though much stronger, such a person should not go around punching out people in plate armor or attempting to kick holes in stone walls. All that will do is smash the wearer's bones.

CLOAK OF INVISIBILITY

This *extremely* rare item is almost always "shadow" colored (dark grey to black). It is high collared and very long (ankle length). The wearer may wrap himself in it, whisper the mystik "word of power" and fade from sight of mortal men. Some monsters, such as UNDEAD, dragons and other highly magikal creatures still see the wearer (35% chance). If used overmuch (say more than one hour monthly), the wearer can "fade out", and remain forever trapped in some dimensionless limbo. Careful GM adjudication is needed for this aspect of the cloak. While using the cloak, the wearer must move carefully and stealthily to avoid uncovering some part of his body or making some telltale noise.

FLYING CARPET

This magikal item is one we've all heard of, but for game purposes, here is what it is like: 5' to 7' long and 3' to 4' wide. It is usually woven with bird, pegasus or other "winged" patterns and comes in "sky colors" of blue, grey and/or white. It can support from one to four people (200 to 800 pounds) and can fly at "eagle speed" (20 to 50 mph depending on how loaded down it is). These rare objects usually require the owner to know the mystikal "commands of control" in order to use it.

RING OF ADAMANT

This gold runed artifact is capped by a large, glowing ruby and is an old elven legend. All who wear it will have *three* very special powers: "To never fear man nor beast, Demon nor even God"; "To withstand all flame and fire as if they were but a gentle caress"; "To battle as fiercely as twice his wont". Simply put, the wearer is totally fireproof, cannot be frightened and fights at *double* his current EL. Only one such ring is *known* to have ever existed. The GM needs to *severely* limit such high powered artifacts in his world.

SEVEN LEAGUE BOOTS

These sturdy yellow leather boots are an item occasionally made by Great Mages as a gift to some worthy hero. These rare items allow the wearer to do one of several things based on the "Power of the Seven Leagues" instilled within them. A "League" is three miles, so seven leagues is 21 miles (remember that fact). In *any increment* each day, the wearer may safely leap a part (or all) of those seven leagues! Thus a hero could leap a mile, three or even twenty-one without breaking himself into small bits! That is not to say that if he leaps over a mountain into an unseen forest, he won't kill himself smashing into trees (he would). Also, the wearer jumps one half as *high* as he does far. A jump of twenty miles means he reaches an altitude of 53,000 feet, will probably lose consciousness (no air), lose balance and kill himself on landing. If used wisely, the wearer can travel great distances amazingly fast. GM adjudication is definitely required here, as is common sense from the players.

MAGIKAL POCKETS

These magik items are one of the most truly amazing ever conceived. Although not extremely rare, they are nonetheless seldom seen. Their owners keep them very secret, lest they be stolen. What they are is nothing more than a magikly created "dimensional anomaly" hidden within some everyday item (like a coat pocket, jewelry box or small bag). Simply put, they are bigger *inside* than outside. This means a pocket could appear normal on the outside, but could be 12' deep and 9' wide on the inside. Remember: although there is no weight felt by the wearer (regardless how much is put inside), nothing can be put into the magik pocket larger than the opening. Once it is filled up, if the wearer attempts to "overstuff" it, it could cause the pocket to burst (at the GM's discretion).

OPTIONAL ADVANCED RULES

This rule although a bit more complicated than the basic ones outlined in the combat sections is in fact the most *accurate* way of depicting the fast moving combination of all of the factors that comprise battle. Here is how it works:

Each and every character must determine what their **Coordination Factor** is by *averaging* their agility and their dexterity. For example if a character has an AGIL of 10 and a DEX of 12 their Coordination Factor (CF) would be 11 ($10+12=22$, $22\div2=11$). Another example would be a character having a DEX of 13 and an AGIL of 14. This character would end up with a CF of 13.5 ($13+14=27$, $27\div2=13.5$). You will note that there is a decimal involved here **That Is perfectly All Right To Have.**

During combat and movement (items which are now *COMBINED* into one single phase) each character will be able to do a number of actions according to what their CF total is. To determine just how many actions the character can perform consult the small chart below:

CF

1 to 4	
5 to 8	
9 to 12	
13 to 16	
17 to 20	
21 or more	

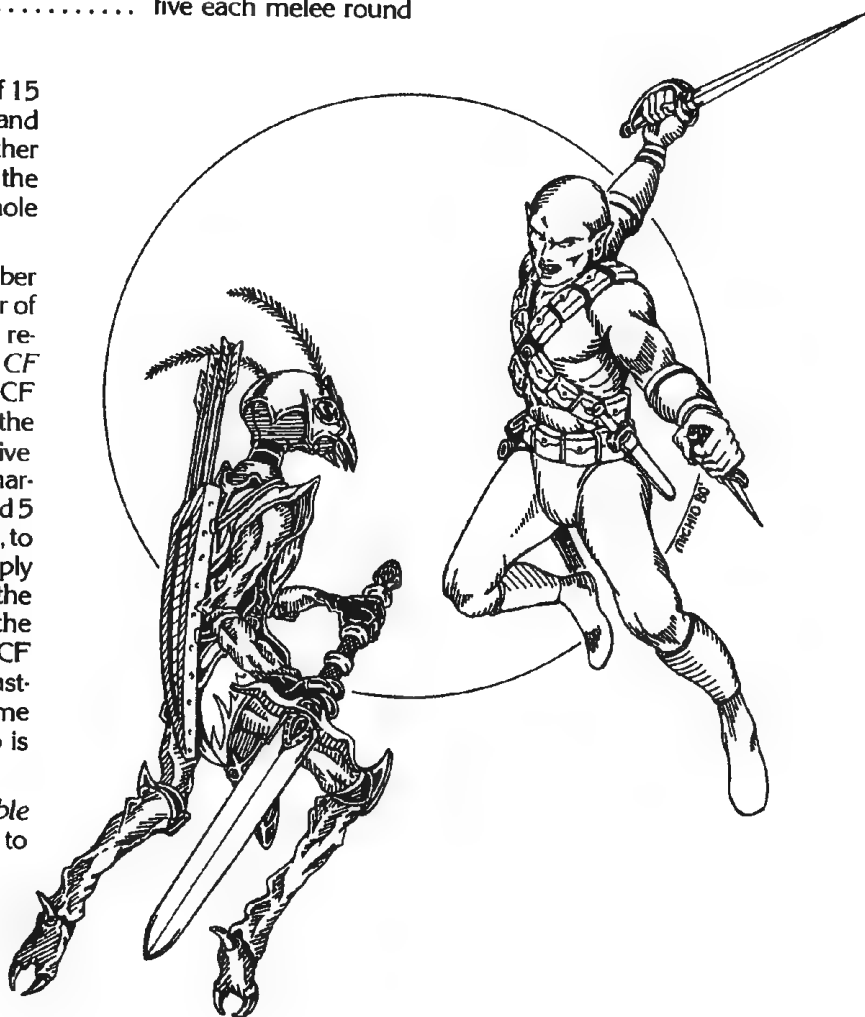
NUMBER OF ACTIONS ALLOWED

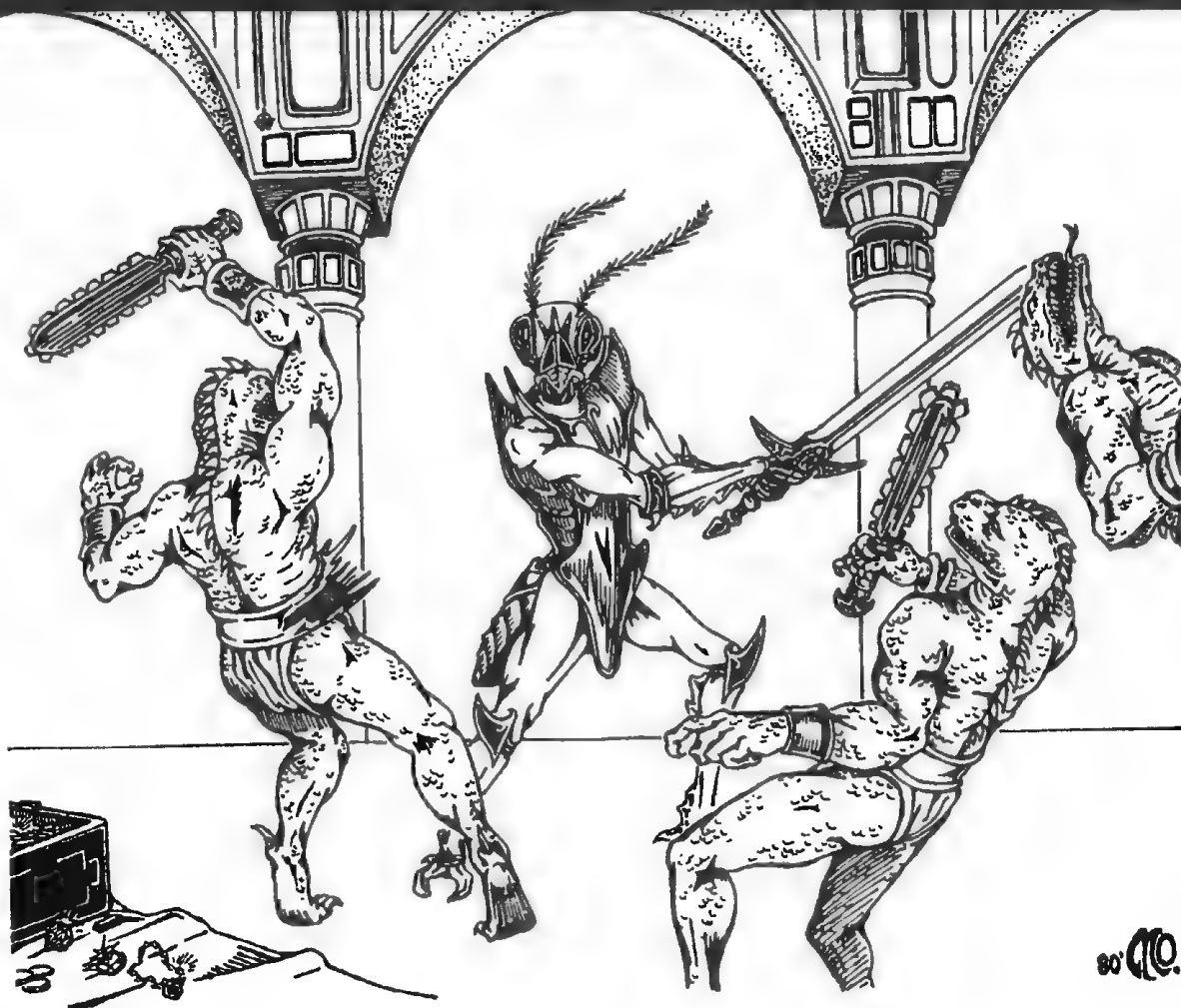
one every other melee round
one each melee round
two each melee round
three each melee round
four each melee round
five each melee round

Thus you can see that a character with a CF of 15 would be able to perform *three* actions each and every melee round. These actions can be either combat or movement or any other action that the character desires to do. Here is how the whole thing works together:

Determine your CF, then determine your number of actions; then *divide* your CF by the number of actions you can do each melee round. The resultant number will show you your **CF COUNTDOWN**. For example, my character's CF is 15, so I divide that by three which gives me the number five ($15\div3=5$). I now know that every five counts of the melee/movement round my character can perform an action. Thus at 15, 10, and 5 I will be able to act. Just like in the original rules, to determine who can do what and when, I simply compare my CF COUNTDOWN with that of the other characters and monsters involved in the melee/movement. For ease of game play, a CF COUNTDOWN list of all the characters from fastest to slowest should be compiled for each game so that there is never any question as to who is next in turn.

Finally, it should be noted that it is *never possible* (no matter how high your agility and dexterity) to have a CF greater than 30.





PHRAINT vs SAURIGS

WHAT CONSTITUTES ACTION

Any single "act" such as striking with a weapon, reading a scroll, moving, or even turning around is considered *one action*. Thus, my character with a CF of 15 could move one third of his movement at 15, strike the opponent he moved next to at 10, and then continue on past that opponent for another third of his movement at 5. Or an archer could stand in one spot the entire time and fire *three* arrows at targets in front of him (one at each of 15, 10, and 5). Wait a minute, you say, isn't drawing an arrow, nocking it, aiming it and then firing it more than one action? The answer is *NO* if the character is a *trained* archer and *YES* if the character is not a trained archer. By the same token a *trained* warrior could draw his sword from his scabbard *and* strike it all in one count whereas an untrained character would need two counts to do so (one to draw the weapon, the second to strike).

As you can see, the GM as well as the players will have to exercise a little common sense here.

CF EFFECTS ON MELEE MOVEMENT

To determine how far a character can move each segment of their CF COUNTDOWN simply *divide* the total movement allowance by the number of actions they can perform each CF COUNTDOWN. The resultant number being the allowable distance he can move each time. For example, let's assume that the character mentioned before with the CF of 15 also has a movement capability of 150' per melee turn (as explained in the "Movement Section"). With *three* actions possible each turn (as we have seen before with a CF of 15), we simply *divide* the total movement allowed by that three, coming up with 50' of movement per each action being possible ($150 \div 3 = 50$). Remember, though, that if a character elects to do something other than move during a CF segment, then that portion of movement is irrevocably lost for *that* melee round. This is because the character elected to do something for that segment which took as much time as the movement would have.

There you have the whole system for a **REALISTIC** combined melee and movement system — a system which shows the complex and intertwined nature of combat movement. We *highly* recommend that you eventually use this system as your playing ability and confidence increases.

XV

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- The following publications are for those of you who are really interested in all aspects of Role-Playing. The magazines will give you an expanded insight into what is happening in the fantasy gaming world and the fanzine will allow you to contact and correspond with gamers worldwide.
- Alarums and Excursions*; the greatest fanzine of all time (66 issues); Lee Gold, 3965 Alla Rd., Los Angeles, CA 90066
- Different Worlds*: Magazine of Adventure/Role-playing Games; P.O. Box 6302, Albany, CA 94706
- Sorcerer's Apprentice*; Adventure gaming magazine: P.O. Box 1467, Scottsdale, AZ 85252

Personal thanks are given to the following:

Robert Lynn Asprin for his wonderful *Thieves World* and *Tales From The Vulgar Unicorn* anthologies. He has to be a gamer.

Stephen R. Donaldson for his series on *Thomas Covenant, the Unbeliever*. It is a tour de force on Role-Playing if ever there was one.

Lastly, in memorium to Clarke Ashton Smith for his fantastic tales of wonder and glory, but mostly for

Zothique, the true progenitor of ARDUIN. Thank you.

In addition, the following have served as wonderful sources of fun and ideas:

ELFQUEST; Warp Graphics, 2 Rens Rd., Poughkeepsie, NY 12603. A beautiful combination of art and story.

The entire works of J. R. R. Tolkien. A must read for every adventure gamer.

MARVEL COMICS. An unlikely, but valuable source of inspiration.

SYNOPSIS AND CONCLUSION

Thus you have everything you need to create and to play your characters in an adventure gaming world or scenario. **Remember:**

- 1
Decide on a race for your character.
- 2
Decide on a class for your character.
- 3
Decide on an alignment for your character.
- 4
Roll up your character's personal statistics.
- 5
Outfit your character according to his finances and preferences.
- 6
Have a scenario ready for your play.
- 7
Know the rules!

If you do these things, there should be absolutely no problems whatsoever. However, all questions *will be answered* if sent to:

GRIMOIRE GAMES

P. O. Box 4363

Berkeley, CA 94704.

Include a stamped, self addressed return envelope to insure a quicker reply.

Finally, please feel free to expand your game using the rules provided in the ARDUIN TRILOGY, or by any other rules you may desire. Please remember that this game is nothing more than a basic guideline and framework from which to work. Certainly it is complete and playable as it stands, but by the same token it is infinitely able to sustain any modifications you wish to make upon it. It is designed to spark your interest in new worlds and for new adventures, and we hope it has been successful in doing just that. *Enjoy!*

David A. Hargrave, Concord, California, August 1980

"Adventure Gamers. . ."

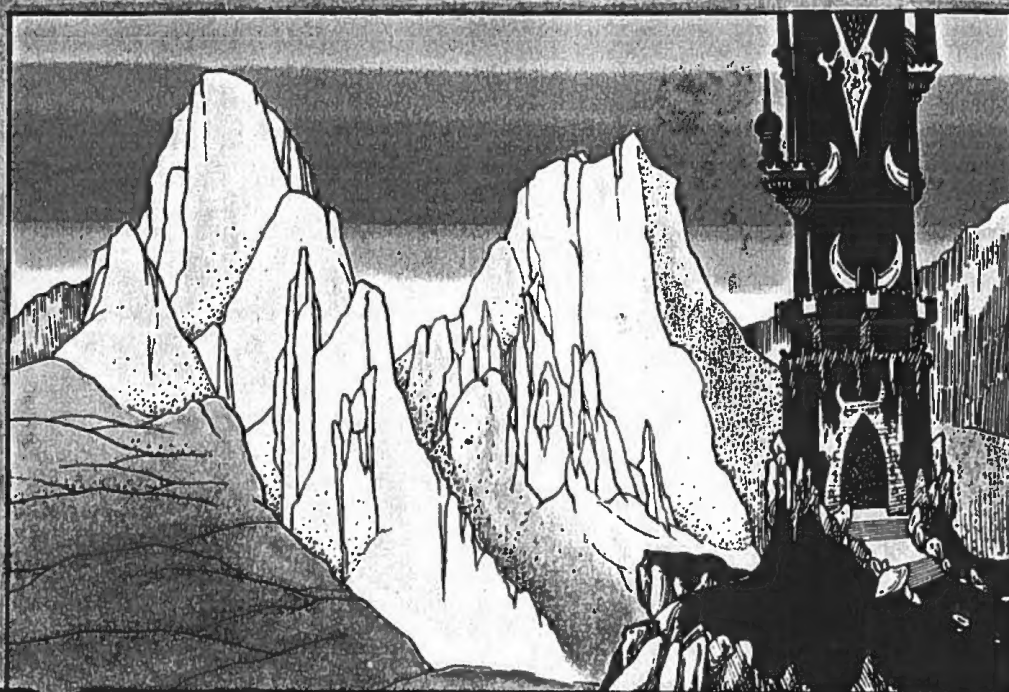
... the *Arduin Adventure* is only an introduction to the fascinating world of adventure gaming. There are several different "systems" for FRP play, of which *Arduin* is but one, and there are literally hundreds of player game-aids on the market. Should you become intrigued with the world of *Arduin*, the following is a list of the products currently on the market. The *Arduin Grimoires*, vol. I-III are the three books that comprise the *Arduin Trilogy*. The *Dungeon Series* is a player aid similar to the "Forgotten Tower" in this volume. Each dungeon is pre-set for a certain level of play, and together can handle any level "run". The other items are designed to enhance various aspects of the game and increase your enjoyment. *Remember: above all else— HAVE FUN!*

the Publisher

The ARDUIN ADVENTURE Boxed Game	\$9.95 ea.
The ARDUIN ADVENTURE Rule-Book only	\$7.95 ea.
The ARDUIN TRILOGY Boxed Set ... \$21.95 ea. <i>The Arduin Grimoire Vols I-III</i>	Arduin Artifact Cards— \$3.50 ea. 24 magik artifacts
The ARDUIN GRIMOIRE Volume I \$8.50 ea.	Arduin Weapon Cards— \$3.50 ea. 24 magik weapons
WELCOME TO SKULL TOWER \$8.50 ea. <i>Arduin Grimoire Vol. II</i>	Arduin Monster Cards— \$3.50 ea. 24 monsters from the <i>Arduin Grimoire</i>
The RUNES OF DOOM \$8.50 ea. <i>Arduin Grimoire Vol. III</i>	Arduin Treasure PAK — \$7.95 ea. 72 combined monster, weapon and artifact cards.
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The HOWLING TOWER \$6.50 ea. <i>Arduin Dungeon #2 Lev. 1-4</i>	Arduin Character PAD— \$3.50 ea. 40 blank character statistic sheets.
CITADEL OF THUNDER \$6.50 ea. <i>Arduin Dungeon #3 Lev. 5-8</i>	
DEATH HEART \$6.50 ea. <i>Arduin Dungeon #4. Combined dungeon and overland adventures. All levels.</i>	

We urge players to patronize their local retailer for all games. However, in the event that any *Arduin* product is unavailable, they may be ordered direct from the manufacturer. Please list the number of each item desired and enclose a check or money order for the total amount. Add \$1.00 for postage and handling. California residents add 6% state sales tax. Please make check or money order payable to *Grimoire Games* and allow 4-6 weeks for delivery. The above prices are effective 1 March 1981 and are subject to change without notice.

Please Mail All Orders & Inquiries To:
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This game is an introduction to the world of *adventure gaming*, and may be learned in less than an hour by anyone age twelve and older. If you are not afraid of trying something new, you will discover a game that is exciting and different from any game you have tried before.

The **Arduin Adventure** provides the novice with a set of simple and understandable guidelines for learning the basic concepts of *Role Playing*. Role-playing is the heart of all adventure gaming systems now on the market. Once learned these concepts allow the player to easily understand them.

The **Arduin Adventure** has a unique modular learning system that permits the gamer to apply any part of it to another system, or part of another system to itself. Although already a complete game, this system is infinitely expandable with the only limit being the player's imagination. So read on and enter the world of action and adventure. It awaits only your participation to come alive!